

OFFICIAL STRATEGY GUIDE by David Cassady, Greg Sepelak, and Matt Berner

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Game Basics

Welcome to the world of Tottaus, a land separated by deep chasms. The large regional islands these rifts create are populated by humans, elves, dwarves, goblins, orcs, and legendary dragons. Jack Russell, son of a legendary knight, takes his father's sword and heads to Radiata Castle to find his destiny. But when the fragile peace between the humans and fairy creatures threatens to shatter...where exactly does Jack's destiny lie?

Radiata Stories combines level-based, traditional RPG-style character building with frantic areade-style action. Build an army of computer-controlled allies with varying skills to accompany you, learn combat tactics to bring out their fullest potential, become a master of different weapon types, and solve the riddles of the world. A clever mind and quick fingers are required to get you through the trials ahead.

### **EXPLORING**

Move Jack around with the Left Analog Stick—a light push sets button to open doors, read signs, and talk to people. Talking is very important, you should talk to everyone you meet, even if you saw the person in another location not too long ago. What a character says to you may change based on the time of day, the location, what you've done so far...even your experience level. Keep talking, and people open up to you, asking favors or even offering them! An uncooperative character might become friendly simply with the passage of time, or if you've talked to the right people—you want as many friends as you can get! (See "Team Combat Techniques" for more on friends.) Use <sup>®</sup> to advance the conversation and confirm choices. Pressing <sup>®</sup> also cancels choices or takes you out of menus.



kicking objects is the onlyway to find litems Just be careful you don't accidentally kick a tasserbyl

Rifling through other people's stuff is an RPG convention, but Jack goes about it a little differently. To get the items hidden within or under objects, press the & button to give them a good swift kick. Kicking opens up treasure chests, drawers, cabinets, and also dislodges items from shelves, under chairs and tables, from sacks, out from under rocks, and so on. Basically, if it's within the range of Jack's foot, he can kick it to check for items.



Keep talking to everyone you meet, even the brusque ones you don't like, as new opportunities open up all the time!



Call up the Menu Screen with the & button You can do this at allmost an) time



### STATUS

Pick the character you wish to look at, and then move the quill pen cursor around, pressing the button for a more in-depth explanation of each entry. From here, you can change Jack's current Skill, his weapon and

armor, his attack list, check his available Commands, and more. Any other characters in your party have set Skills and equipment, so while you can look, you can't make any changes to them.

### ITEMS

Look through and use any items in your possession. Press or to change the item menu to the "Important" story items and back. Press the button when highlighting any item

for a more in-depth
description of it.
The SELECT button
automatically
organizes your
items by type.



Use the side-tabs on the Items menu to check your inventory by Item-type rather than as a hose list of everything. This makes finding what you want a lot guicker.

### LINKS

Once Jack learns the Link ability, assign new Links to the D-pad for use in battle here. You can also change around your party's position within the Links. See "Team Combat Techniques" for more on using Links in battle.

### FRIENDS

This provides a complete listing of all of the Friends Jack has made. Enjoy the background info, plus a look at some folks without their helmets on!



keep track of your palls here. Doesn't it feel good to know you've got a lot of friends?

### SETTINGS

Tweak screen settings, battle camera, audio, and controller vibration to your liking here.

### LOAD

Load up a saved game file. However, you can't load a game in the middle of battle, only when out walking the field.

### GETTING INTO TROUBLE





If the enemy hirs Jack from behind on the field, the entire party starts the barrie Confused! Always face foes in the field!

Animals aren't the only ones Jack can kick into a fight. Most of the people he meets get mighty displeased after two swift boots to the shins, starting a fight. However, Jack must handle these fights by himself; the other members of the party won't play backup. Some townsfolk have nasty surprises in store, summoning others to gang up on Jack! Don't worry if Jack loses the fight. These contests don't end with "Game Over." However, Jack ends up with only I HP, so he must heal

As Jack wanders the world, he's accosted by villains and ravenous beasts. When Jack comes into contact with an opponent, he's thrust into battle. If he's quick and sneaky, Jack can get by enemies without fighting them. Not every creature out there actively tries to harm Jack. Some weaker and tamer animals simply wander the path-encountering them does nothing except block forward progress. All it takes is a swift kick to prod such animals into combat.



This is what Jack sens for kicking innocent women and children at horde of your damen. Some characters call on others rather than fight Jack solo!

up right away. If Jack wins the duel, he gains some experience and often an item, and he can't challenge the same person again until the next day (once the clock turns past midnight).

### SAVING AND SLEEPING

Watch for the glowing flags that represent Save Points, which are very valuable locations. These are the only places that allow you to save your progress! It's a good idea to keep several different save files set at different points in the game, just in case.

Red: Found over beds, these semipermanent locations allow saving and steeping, restoring the party's HP and curing ailments. Jack always wakes up from steeping at 7.00 a.m., even if the goes to bed 6.00 a.m. Be careful though, as sleeping causes some story

events to happen much sooner



Blue: These Save Points appear only during specific missions, and don't allow sleeping. Take advantage of them, because they're often the only saving option until the mission ends.









Kind sout Minanda heats any wounds, and no payment is necessary—even if Jack has dueled her! Seek her our anytime Jack needs to mend.

# Stopwatch The clock does

XXI TIXX

The clock doesn't always go forward. Time stands still in battles, during storyline sequences, while you're looking through your sub-menus and maps, while you're shopping, and of course when you Pause the game by pressing START. Also, at certain points in the game, the clock stops even when you have full control of Jack.

The time of day has an effect on more than just townsfolk. Some beasts in the field (commonly the larger, above-ground variety, like Bubus and Twin Horns) curl up and doze when the sun goes down. If some nasty animals have kept you from reaching your destination, come back once it gets dark and slip by them while they're asleep. Just don't accidentally boot them awake! Also, at 12:00 midnight, all the common opponents you've cleared out return to their normal stomping grounds.

Basics.



Ler sleepins beasts lie, and you can pass by them without incident

### DAY AND NIGHT

lime plays an important part in Radiata Stories. As you play, day becomes right, eventually turning back to day again. One in-game hour equates to roughly one minute of real time, making a 24-hour ingame day pass in approximately 24 minutes of real time. Every character in the game has his or her personal daily schedule: taking classes, having dinner, minding their stores, heading off to bed. That guy in the pub you talked to an hour ago might



Even a swift kick won't wake. Thanos from his nightly siumber. Come back later to continue your business with him when he's conscious.

not be there when you return. Shopkeepers might not lock their doors but if they're not at their counters, you can't go shopping. Check the clock by pressing the 

Button.

Time also plays an important role in story progression. The story moves forward with a mix of event-based accomplishments and the simple advancement of the game clock. After achieving certain goals, you're given a story sequence or put into a specific mission that limits where you can go in the world after a certain number of hours. If you're not careful, these events can cause you to miss opportunities to gain items or make new friends!

There are also "free times" in



lack can save a lot of trave time manks to the pig staped statues. After a certain point in the story, they allow him to ware instantly to any other statue that he has already passed

which you have carte blanche to do as you please for as long as you wish as long as you do not finish a specific task. This guide points out these times and the triggers that end them, so take advantage of your free time whenever possible!

# COMBAT

Battles take place in an enclosed arena with arcade-style controls. Move Jack with the Left Analog Stick, avoiding attacks and directing him toward your foes. Rotate the camera clockwise around Jack with the the button, counter-clockwise with the button. You can make the game camera automatically change in the Options menu.

Watch for a spinning yellow circle beneath the enemy Jack is facing-that shows his focus, the enemy he moves toward and attacks when the ® button is pressed. If you press the button without using the Left Analog Stick, Jack automatically starts running to the targeted foe. Keep pressing the attack button to make Jack continue swinging. You can change Jack's focus simply by turning to face another enemy for a moment. If you want to focus on a particular foe, press to turn the target circle red, locking Jack (and the camera) to the selected enemy until you unlock it by pressing again, or the enemy expires.





Jack's focus wor't change unless he actually faces another enemy for a second. So, if Jack turns around and there's no enemy there, his facus remains an the enemy behind him!

# DODGE, PARRY, THRUST!



Time Jack's Parry correctly, and his arrack automatically knocks back his targer! Be careful, as some enemies can Parry Jack's arracks! The button should see a lot of use in battle. A quick double-tap of the button makes Jack take a quick hop backward, handily dodging most (but not all) attacks. Keep pressing to keep dancing, but remember that this puts Jack further and further from his target.

Press and hold the Button to make lack assume a defensive posture with his weapon. While he still takes damage from frontal attacks, the damage is reduced and lack gets a chance to Parry the attack. After the enemy attack connects, watch for a blue flash. Release and quickly hit or to launch a Counterblow. If you time it correctly, a bigger flash appears and the enemies hit by your Counterblow are knocked backward. The distance the enemy is pushed back hinges on the vulnerability of the blocked attack.



Some enemies can larch onto Jack and feech away HP. These at racks ignore his sound so be wary! Rock the Left Analos Stick spickly to shake their loose!

### WHAT AILS YOU

Nine different afflictions can be used in battle, both against your party and the enemy. Getting hit with an affliction can really put a crimp in the battle, leaving you vulnerable to attacks and limiting your battle options.

Poison: HP drains away steadily in small increments. Can be removed only with a Cure Drop. Persists outside of battle.



Paralysis: Move at laff speed. Lasts 15 seconds, or remove with Cure Needle. Persists outside of battle.



Blind: Impaired vision, attacks miss more often Evasion and Luck at 0. Lasts 30 seconds, or remove with Eye Grops. Persists outside



Bind: Cannot move.

Rock Left Analog Stick
to break free more
suickly. Lasts 20 seconds
or remove with Bell
Amulet



Freeze: Cannot do anything. Rock Left Analog Stick to break Iree more quickly. Lasts on seconds or remove with Heating Tablet.



Blaze: Steady Fire damage, character occasionally jumps into the air out of control. Cannot Parry. Rock Left Analog Stick to extinguish the fire faster. Lasts 15 seconds or zemove with Cooling Spra



Confuse: Run in random directions, may attack allies. Cannot me items. Lasts 20 seconds, or remove with Mint Drop. May also be removed by a physical



Curse: Unable to attack Lasts 15 second or remove with Holy Water. Persists outside of battle



Petrify: Cannot do anything. Rock Left Malog Stick to break free more quickly. Last: 30 seconds, or remove



Afflictions are not automatically applied to the target. The abilities of the attacker, the target, and even random chance come into play.

### AFFLICTION SUCCESS CALCULATION

Attack's Affliction Power x 0~100 (randomized)

Attacker's Luck = 8

Target's Evasion

If the final number is greater than 90, the affliction hits. But even then, the target's resistance to each affliction comes into play! All characters are rated A-D against all afflictions: D is no resistance, C is 50% resistance, B is 75% resistance, and A means total immunity, making the above calculation moot.

### INSTANT KILLS

THERE IS ONE MORE "AFFLICTION" AGAINST WHICH ALL CHARACTERS ARE RATED. THE INSTANT-KILL EFFECT THAT LOSS THAT WAS BASE WAS TONS POSSESS, WHICH REDUCES THE GREET'S HP TO 0 WITH A SINGLE BLOW. THE SUCCESS OF INSTANT-KILL BLOWS IS CALCULATED DIFFERENTLY FROM OTHER AFFLO LIONS.

### INSTANT-KILL CALCULATION

Attacker's Strength w/ Weapon + 200

0~100 (randomized

Attacker's Luck + 8

(Tarnet's Evasion = 10) + (Tarnet's Luck = 20)

If the valuation produces a value greater than 100, the kilding blow is a success... Until the target substance to instant-kill attacks is brought into oat, which is bated like any other affliction substance.

### **USING ITEMS**

There are two different ways to use Items in battle. Pressing the button brings up the Menu screen, letting you access your Items as

normal, just as when walking around in the field. Also, the button brings up a menu with your usable Items. After a certain point in the game, you will have to tap button bring up the Item menu. Neither can be done while Jack is in the middle of an action, however, so be very careful to avoid button-mashing your way through battles.



brings up a Quick Menu, letting you get to your goods more quickly. Unlike when using Items in the field, their effects are not instantaneous in battle. Jack tosses the item to its intended target, which can cause a delay before it takes effect. This can be especially dangerous when healing low-HP teammates on the other side of the arena, as the item might not reach the target in time if he or she is being pummeled relentlessly! Also, if the battle is almost over, it's better to hold off on using an Item until you're back in the field; if the last enemy falls before the Item hits its target, it vanishes and is lost forever without taking effect.

P'W.



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Flee Balls are the only way to escape from active combat without defeating your opponents. Thankfully, they are dirt cheap, so buying in bulk is easy. Plus, there are plenty of them to be found for free by kicking objects. Unfortunately, like any item used in battle, there's a slight pause

Combat

audes.

before the Flee Ball takes effect, leaving Jack vulnerable to attack. Get him far away from his tormentors before tossing out a Flee Ball. And of Course, Flee Balls might not work against enemies much stronger than you, and they definitely don't work in boss fights!

### CHOOSE YOUR WEAPON

Jack starts the game wielding a one-handed sword, but that's not his only option when it comes to weapon types. There are four different types Jack can use, each with its own strengths and weaknesses. Jack can change his weapon in both field and battle.

- One-Handed Swords: These achieve a good balance of power, speed, and range.
- Two-Handed Swords: These offer increased power and slightly longer reach, but slower speed.
- Axes: This is the strongest type, but it has short range and slow combo speed.
- Spears: These combine long reach with moderate speed, but they possess the weakest attack power.



There are actually many more weapon types in the game, like slings and magic staffs, but they are reserved for other, non-playable characters.

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The more enemies Jack kills with a certain weapon type, the more proficient he gets with it, learning new attacks. As he learns these moves, they can be assigned to Jack as part of a combo through the Status menu. Each weapon has a certain Combo Points (CP) rating that determines how many attacks Jack can use while equipped with it. Stronger blows typically have higher CP scores. In combat, simply press the attack button repeatedly to go through each assigned blow. Jack's combos can be changed at any time through the Status menu, even in the middle of battle. Spend time with every weapon, building Jack's moves so he can be ready for any situation.



Jack follows through with every attack you command, even if there's no longer an enemy in his reach! Avoid button-mashing: carefully time button presses, or Jack will be left vulnerable to attack from different angles while he swings at nothing!



Ending with a move that knocks your opponents off their feet is a good way to keep them from attacking once your combo ends.

### RECIAL ATTACKS

COUTAIN LEARNED ATTACKS HAVE SPECIAL ABILITIES, KEE TRACK OF WHAT RACH BLOW CAN DO, AND SET IT UP IN YOU'R COMBO ACCORDINGEY, REMEMBER THAT ENEMY ATTACKS MAY ALSO HAVE THISE ARE DITES!

Knockback. Knocks enemies onto their backs, interrupting their attacks. Enemies that have been knocked down cannot be struck by most attacks until they get up again.

**Break Parry:** Cuts through the enemy's guard and prevents a counterblow to your attack leaving the foe briefly vulnerable to a follow-up attack

Launch: Tossas the enemy straight up into the air Launched enemies are vulnerable to another attack for a brief moment after they bounce off the ground, so follow up with a downward strike

Knockdown: Knocks the enemy down at a short range. They are also good for striking low enemie

### VOLTY ATTACKS

Aside from the more common blows, each weapon type also has a pair of more powerful special attacks fueled by the Volty Gauge (below the HP bar). The Volty Gauge increases by one with every successful attack you make against your opponents.

The common Volty Blow is activated with the ® Button, and takes a To VP. These attacks pack some extra punch, and they can help end a fight a lot faster. Far more deadly is the Volty Blast, an attack learned only after Jack has spent a fair amount of time using the weapon in question. A Volty Blast is activated by pressing the ® and ® buttons simultaneously. This blast requires a full gauge of 100 VP, and it drains every single point, but the effects are devastating. Volty Blasts cannot be interrupted, delivering large amounts of damage with ease. Just make sure Jack is locked onto the desired target with the ® button before unleashing this expensive attack!



A good Valt, Blow can be an excellent combo ender, provided you have the right lead-in attack



Volty Blasts deliver attacks that can't be interrupted, almost guaranteeing heavy damage.



Not every attack in a combo leads smoothly into the next. Pauses in Jack's attack combo give his targets the opportunity to counterattack! Also bear in mind that for some weapon types, short combos may be better than long ones. See the Armory chapter for a more in-depth look at each weapon type's move list and combo potential.

### Braving the elements

COLOR OF THE PROPERTY OF THE PROPERTY OF THE PROPERTY OF THE WIND, AND WATER—Also

The four elements of the world—Earth, Fire, Wind, and Water—also play into combat. Many enemies, weapons, and armor have an Elemental property. Striking an enemy with an Element-based attack it's weak against increases the damage delivered, while the wrong Element inflicts less damage. It certainly doesn't hurt to hold onto the strongest weapons and armor for each Element type just in case. Because you can usually see your opponents before they attack, you can change your equipment to take maximum advantage. Of course, if your current equipment has no Element and is considerably stronger than your Element-based gear, it might not be worth changing.

### ELEMENTAL DAMAGE

| Attack\Target | Fire | Water | Wind | Earth | None |
|---------------|------|-------|------|-------|------|
| Fire          | 50%  | 140%  | 100% | 100%  | 100% |
| Water         | 140% | 50%   | 100% | 100%  | 100% |
| Wind          | 100% | 100%  | 50%  | 140%  | 100% |
| Earth         | 100% | 100%  | 140% | 50%   | 100% |
| None          | 100% | 100%  | 100% | 100%  | 100% |

### Spoils of war

### on the second of the second of

Once every enemy has fallen, all conscious members of the party are granted the sum total of the enemy party's Experience points and Dagols. Also, several afflictions are automatically cured at the end of battle, but some, like Poison, persist until you cure them yourself. Remember that no matter how many enemies the party defeats, it doesn't earn a thing if it runs from battle with a Flee Ball.

# Staying Alive

While losing teammates in combat is certainly a pain, it's not the end of the world. Even if you don't revive them in battle with a Celestial Nectra item, after the battle, any fallen friends are automatically revived with 1 HP. Losing Jack, however, is the end of the world, even if every other member of the party is perfectly healthy. If he falls, it's game over, so focus on keeping Jack alive!

P'W

Some enemies give up items when they croak. One-time bosses automatically drop their held items, but common foes' chance items fall in set percentages.

Characters you can duel by kicking them into combat, however, drop their items based on a different calculation.

### DUEL ITEM ACQUISITION CALCULATION

Target's Dueling Exp Level x 10

0~90 (randomized)

Jack's Luck = 8

(Target's Evasion ÷ 10) + (Target's Luck ÷ 20

If the final number is greater than IOO, the defeated character drops his or her items!



Some frems can be obtained only in barrie. In many cases (but not always these have a much higher chance of agreening than more common, buyable frems.

### Combat Basics

# Level-Up and Heal

When characters rise in level, all of their Stats increase and their HP is filled to the new maximum! Don't waste high-powered, expensive cures on characters that are low on HP but Close to leveling up. Give them enough to survive, keep them back from the enemy, and restore their HP for free with a little EXP!

# TEAM COMBATA TECHNIQUES

### ASSEMBLE YOUR PARTY

There can be up to three computer-controlled allies in the party. While the story sometimes puts required characters into the party, most of the time you're free to choose who accompanies you. You don't have direct control of these characters; the game's artificial intelligence handles them. There's a lot of variety to your potential party members, so build up fighters, magic-slingers, and healers alike so you're covered for most any situation.



keep an eye on the banter in battle. If a teammare is turting, he or she will tell cod



Look for the waving "Friends" sign in select locations. That's where you can change the members of your party.

Each of the 176 potential party members has different requirements for calling Jack a friend and lending his or her help in battle. Some join as the story dictates it. Some simply need some talking to at the right time or with the right people in the party. Others need a solid thrashing or three. Many are after items they're incapable of finding themselves. Once Jack has gained their friendship, they'll follow him into battle as he calls on them. See the Friends section for a complete rundown on how to obtain all the possible teammates.

### AT YOUR COMMAND



While party members are typically smart enough to be left to their own devices, there are times when you must take a more active role in their combat techniques. For example, fighters are much less inclined to try to heal teammates, and in the middle of a heated battle it's difficult to get to

more than one wounded teammate yourself. So get tough and give a Command by pressing the substitution, bringing up the Command menu. Choose who to give the Command to, and then pick your available Commands. (Press substitution go to the quick-use Item Menu, and again to go back to Commands.)



the ability to follow /our Command before you give it Learn Commands by purchasing (or finding) Books and using them on Jack from the Item Menu. Once in battle, Commands are used to direct teammates to attack specific enemies, heal comrades, keep away from the enemies, and more. However, just because you issue a Command, that doesn't mean it's always carried through. A character that's getting his head

pounded in is hard-pressed to use an ability on a teammate. Also, characters' willingness to follow certain commands varies, so be wary of the uncooperative ones. Some commands also need VP to be issued, usually the more powerful ones.

### SINGLE CHARACTER COMMANDS

| COMMAND      | ACTION  | VP | BOOK       | COST        |
|--------------|---|----|------------|-------------|
| Attack Enemy | Attack Leader's target                            | 10 | -          | -           |
| Cure Friend  | Cure afflictions and restore HP on specified ally | 3  | Energy     | 400 Dagols  |
| Backup       | Attack specified ally's attacker                  | 0  | Support    | 400 Dagols  |
| Be Bait      | Lure away Leader's target                         | 0  | Temptation | 1200 Dagols |
| Back Away    | Keep away from enemies                            | 0  | Desertion  | 1800 Dagols |
| Play Dead    | Fall down to avoid attacks                        | 0  | Mimicry    | 800 Dagols  |
| Go Nuts      | Free will (stop following current command)        | 0  | Freedom    | 200 Dagols  |
| Use Volty    | Use Volty Blast                                   | 0  | Power      | 500 Dagols  |

### FULL PARTY COMMANDS

| COMMAND             | ACTION  | VP | BOOK        | COST         |
|---------------------|---|----|-------------|--------------|
| Everyone Go<br>Nuts | Free will (stop following current command)    | 0  | Bravery     | 200 Dagols   |
| Power<br>Injection  | +40 Strength for 20 seconds                   | 20 | Spirit      | 2400 Dagols  |
| Fast Speed          | 150% speed for 30 seconds                     | 18 | Pegasus     | 2800 Dagols  |
| Endurance           | +50 Defense for 20 seconds                    | 20 | Training    | 2400 Dagols  |
| Last Resort         | Strength up 70%, Defense 0 for 15 seconds     | 12 | Danger      | 2000 Dagols  |
| Heaven's Gate       | Cures and prevents afflictions for 30 seconds | 40 | Health      | 8000 Dagols  |
| Circle Song         | Restore 20% max HP of all allies              | 30 | Recovery    | 4600 Dagols  |
| Life Song           | Restore 50% max HP of all allies              | 60 | Restoration | 12000 Dagols |
| Black Magic<br>Song | Absorb HP from allies                         | 12 | Magic       | 1200 Dagols  |
| Toadstool<br>Song   | Cure all poisoned allies                      | 20 | Remedy      | 2000 Dagols  |
| Mint Song           | Cure all confused allies                      | 18 | Awakening   | 1600 Dagols  |
| Crush Song          | Cure all petrified allies                     | 24 | Schisms     | 2000 Dagols  |
| Goblin Song         | Fully restore all goblin allies' HP           | 1  | Fairies     | 400 Dagols   |
| Earthquake          | Knock down all enemies.<br>Ignores guards     | 4  | Earth       | 800 Dagols   |
| Stop                | Binds everyone in battle                      | 18 | Infinity    | 1200 Dagols  |

### \*\*\*\*

### BOOK AVAILABILITY

| BOOK        | STORES           | BATTLES             | MAPS            |
|-------------|------------------|---------------------|-----------------|
| Awakening   | Marco            | -                   | -               |
| Bravery     | Last Word, Marco |                     | -               |
| Danger      | Last Word        | -                   | -               |
| Desertion   | Last Word, Marco | -                   |                 |
| Earth       | Marco            |                     | -               |
| Energy      | Last Word, Marco | Heavy Guardsman A~C |                 |
| Fairies     | Marco            | -                   | Septem Region 2 |
| Freedom     | Marco            | -                   | -               |
| Health      | Keane, Louis     |                     | -               |
| Infinity    | Last Word        |                     |                 |
| Magic       | Marco            | Apprentice A~B      | -               |
| Mimicry     | Marco            | -                   | -               |
| Pegasus     | Last Word, Keane | Alicia              |                 |
| Power       | Last Word, Marco | -                   | 1-              |
| Recovery    | Last Word, Marco | Tawny Rat           | 1-              |
| Remedy      | Marco            | -                   | 1-              |
| Restoration | Marco            | -                   | -               |
| Schisms     | Marco            | -                   | -               |
| Spirit      | Last Word, Marco | -                   | -               |
| Support     | Last Word, Marco | Light Guardsman A~B | -               |
| Temptation  | Last Word, Marco |                     | -               |
| Training    | Last Word, Marco | Walter              | -               |

### LINK UP

Your first encounter with Links finds you on the receiving end of one, but in time, this battle technique becomes yours to use as well. When Jack's in command of the party, Links join your characters together in formation, combining and focusing your party's power into stronger abilities for both offense and



defense. Some Link abilities eat your VP, so keep an eye on your gauge. Assign Links to the D-pad from the Menu screen, and call up the Link quick-menu by tapping the D-pad once in battle. Tap it again in the direction of the Link you want to bring your party together. If you want to break the Link and send your team back to Free Will mode, simply press the D-pad twice in the same direction. You need at least two other party members on their feet (Links work with only three people in them, but four is better) and 10 VP to form a Link, though this does not necessarily cost you any VP. Be careful, as enemies can break your Links with repeated blows, plus Links automatically break if your VP drops to zero!

### INKING SKILLS

LINKING HAS ANOTHER ADVANTAGE THE SKILLS OF MICH PARTY MEMBER ARE APPLIED TO EVERYONE ELSE IN THE LINK, SOOSTING THEIR POWERS UNTIL THE LINK IS BROKEN! WHILE THIS IS NORMALLY A POWERS ADVANTAGE, IT DOES HAVE ITS POTENTIAL FLAWS. IT IS VERY DANCEROUS TO USE CLOSE-TOGETHER LINKS LIKE SEAK LINK AND WIDE LINK IF ANYONE HAS THE ALEY—DOMAGING BERSERKER SKILL. WHILE THE MAX HP PLUS SKILL DOES RAISE CHARACTERS MAXIMUM HP WHEN LINKED IT DOES NOT RAISE THEIR CURRENT HP, WHICH CAM MAKE I'L DOES LIKE YOUR TEAMMATES ARE WEAKER THAN THEY REALLY ARE. MAKE SURL THE PRETTY HAS THE SKILLS BEST SUITED TO TACKEE THEIR CURRENT TASK SOTHER THE LINKING MAKES THEM EVEN STRONGER!



There are some severe disadvantages to using Links. The primary one is that I tems and Volty Blows can't be used while Linked, which can be trouble if someone needs healing. Some Links don't work until the party gets into formation: a teammate whose path is blocked can ruin such a strategy. And any attack the party suffers when Linked drains I VP, regardless of how much or how little actual damage it does. While this normally isn't too terrible, a rapid-fire attack like the Gobpakkens' Seed Expulse can very quickly drain VP and break the Link!

D'W





Team Cambat

The first Link you learn, this is excellent for finishing off a single opponent of moderate size. Get the enemy within the Link's boundaries, and once "!" appears over your teammate's heads, press the attack button. The entire party wails on the foe from four directions. As most enemies tend to turn to whoever hit them last, the constant pummeling keeps them turning rather than retaliating. Be careful though, some enemies have "spin" moves that can strike the entire party, so avoid using it on them. And some are too big to get your Linked party properly around them! Of course, if there are other enemies around, the Box Link leaves the party fairly vulnerable.





A somewhat odd attack pattern, the party forms a train and follows Jack, moving along the path he sets and attacking the enemies he does. Jack leaps back far away after each attack, and the party follows suit once they attack. This is a decent way to concentrate your attack on a single enemy without exposing your entire party to moves that can strike everyone. But it's difficult to use efficiently against multiple targets. Wave Link is most useful against bosses and large creatures.





When the party is lined up evenly, press the attack button, and everyone attacks with enough force to create a long-range energy wave that cuts through enemies. The wave appears only when everyone is stationary and lined up evenly. If a party member moves the party must wait for everyone to get in position again. This is a very good move for clearing out crowds early in the fight—it's a Link that should always be in your repertoire. However, unless you catch a lot of enemies in the wave, you're unlikely to make up the spent VP per strike. Remember to switch around your characters' positions in the Link menu so that your allies with the lowest Defense are in the middle of the line.



The party surrounds Jack, bringing up a defensive aura that raises Defense by 20%. Counterblows are stronger, but also cost four VP each time someone parries. This Link is good for keeping friends close, luring enemies closer, and then quickly changing to the Square Link and blowing them away once enough of them are in range, but little else.





A very risky Link to use, the party turns inward in a tight circle. As long as they're not moving, everyone automatically restores lost HP, 1-10 points every half-second. Unfortunately, no one can attack or defend while linked like this. Despite the free HP recovery, this Link is not recommended in a heated battle. Instead, use it when dealing with very weak, slow or incapacitated foes you can beat with little effort, restoring HP this way rather than using Items.



This one can be tricky, because it requires charging into a crowd of enemies, but it can also be dewastating. Similar to the Line Link, every swing of a weapon sends a shockwave forward, cutting through enemy ranks. However, each member of the party creates his or her own smaller, shorter-range wave, sending it in a different direction from the others. Each wave takes 0.5 VP, but it's pretty easy to gain it all back thanks to the wide swath they cut. Whatever you do, make sure no one in the party has the Berserker Skill when Linked like this!





Jack forms the head of an arrow formation, and once the sword icon appears above everyone's heads, press © to make the party rush forward, knocking struck enemies back with a massive energy arrow. During the rush, Strength is also boosted 30%. This Link depletes VP only if you press against the area wall, so try to stay in the open. This is a good focused move for finishing off stronger opponents after Line Link and Square Link have dispensed with the weaker foes, and we recommend it as a constant in your Link set.





With everyone lined up, press the button to make all of Jack's teammates rush forward, creating a huge explosion when they collide with an enemy. During the rush, their Strength is increased by 50%. However, they also take heavy damage from the explosion—40% of their HP. Naturally, this is a desperate move at best, and should be used only to finish off really powerful foes while keeping Jack out of range, if even then.





The entire party runs in a circle, creating a huge tornado. Enemies within the whirlwind are launched into the air and struck up to three times. Square Link is very useful against groups of four or more, as that more than restores the spent VP. This Link should always be set to one of the D-pad buttons, because with good timing it can end most common-enemy battles without losing a single Hit Point.





A purely offensive Link, Attack Link sets the entire party after the enemy you last attacked, surrounding the foe if possible. While it's certainly quicker than using the "Attack Enemy" Command on every member of your party, and it doesn't require the boundaries or timing of the Box Link, it does have a distinct disadvantage: no characters can Parry while this Link is active. Still, for focused attacks, this is a good Link that deserves a place in your repertoire.

### SKILLS

Using Links in battle has another advantage. As the party fights when Linked, Jack slowly learns the special Skills from each of his teammates. Though he can have only one Skill equipped at a time, developing a long list of available Skills prepares Jack for the challenges ahead. HP boosts, increased immunity to afflictions, stat changes, and more can be applied to Jack through the Status Menu as the situation demands.



### SKILLS

| KYLL.             | DESCRIPTION                            | Da        | 12                | La   | 149         | n.s          |
|-------------------|--|-----------|-------------------|--|-------------|--------------|
| trength Plus      | Increase Strength                      | +3        | +6                | +10  | +15         | +20          |
|                   | les, Bran, David, Joaquel              | TO        | TO                | 110  | 110         | 120          |
| lefense Plus      | Increase Defense                       | +3        | +6                | +10  | +15         | +20          |
|                   | , Eugene, Godwin, Gregory, Ly          |           |                   |  |             |              |
| vasion Plus       | Increase Evasion                       | +3        | +6                | +10  | +15         | +20          |
|                   | , Clive, Fan, Iris, Nina, Nick, Ya     | ack       |                   |  | oodstaland. |              |
| uck Plus          | Increase Luck                          | +3        | +6                | +10  | +15         | +20          |
|                   | tasia, Monki, Sunset, Few              |           |                   |  |             |              |
| Aax HP Plus       | Increase maximum HP                    | +20       | +50               | +100   | +200        | +300         |
|                   | ie, Daniel, Hip, Rocky, Serva          | humitanes | Laurence Common C |  | ani Cihandi |              |
| Prevent Poison    | Increase Poison resistance             | 20%       | 25%               | 33%  | 50%         | 1009         |
| Learn From: Aeso  | p, Astor, Faraus, Garcia, Gord         |           |                   | co. Tony   | , Vitas     |              |
| Prevent Paralyze  | Increase Paralysis resistance          | 20%       | 25%               | 33%  | 50%         | 1009         |
| Learn From: Clare | ence, Giovanni, Keaton, Ryan, I        | Solo, So  | nny               | den anni de la companya de la compan |             |              |
| Prevent Blind     | Increase Blind resistance              | 20%       | 25%               | 33%  | 50%         | 100          |
| Learn From: Brie, | Bruce, Carlos, Synelia, Danny          | , Ernest, | Luka, P           |  |             |              |
| Prevent Freeze    | Increase Freeze resistance             | 20%       | 25%               | 33%  | 50%         | 1009         |
| Learn From: Alba  | Cornelia/Rachel, Gareth, Mod           | ok, Tarki | n                 |  |             |              |
| Prevent Blaze     | Increase Blaze resistance              | 20%       | 25%               | 33%  | 50%         | 100          |
| Learn From: Elef, | Elmo, Felix, Jarvis                    |           |                   |  |             |              |
| Prevent Petrify   | Increase Petrify resistance            | 20%       | 25%               | 33%  | 50%         | 100          |
| Learn From: Ben.  | Gene, Herz, Leonard, Lily, Ryn         | ka        |                   |  |             |              |
| Prevent Curse     | Increase Curse resistance              | 20%       | 25%               | 33%  | 50%         | 100          |
| Learn From: Buto  | h, Christoph, Dennis, Ricky, St        | ar        |                   |  |             |              |
| Prevent Confuse   | Increase Confusion resistance          | 20%       | 25%               | 33%  | 50%         | 100          |
| Learn From: Ganz  | , Naom, Rolec                          |           |                   |  |             |              |
| Prevent Bind      | Increase Bind resistance               | 20%       | 25%               | 33%  | 50%         | 100          |
| Learn From: Boss  | so, Drew, Eon, Keane, Marsha,          | Niko      |                   |  |             |              |
| Prevent Steal     | Prevent enemies from<br>stealing items | 20%       | 25%               | 33%  | 50%         | 100          |
| Learn From: Dwie  | aht, Elena, Georgio, Lin, Wyze         | -         |                   |  |             |              |
| Stop Afflictions  | Increase resistance to all afflictions | 12.5%     | 16%               | 25%  | 33%         | 509          |
| Learn From: Son:  | ata                                    |           |                   |  |             | , married    |
| Fire Defense      | Reduce received Fire damage            | -10%      | -15%              | -20%   | -25%        | -30          |
| Learn From: Coc   | o, Zida, Franz, Gil, Pinky, Sarva      |           |                   |  |             | and the last |
| Water Defense     | Reduce received Water damage           | -10%      | -15%              | -20%   | -25%        | -30          |
|                   | h, Flau, Marietta, Putt, Row           |           |                   | F 000'   | 0.500       | 1 0-         |
| Wind Defense      | Reduce received Wind damage            | -10%      | -15%              | -20%   | -25%        | -30          |
|                   | le, Lufa, Martinez, Michael, Ri        |           |                   |  | 0.50(       |              |
| Earth Defense     | Reduce received Earth<br>damage        | -10%      | -15%              | -20%   | -25%        | -30          |
|                   | n, Aldo, Cecil, Howard, Paul, Pi       |           |                   |  |             |              |
| Status Cure       | Automatically cure afflictions in time | 16sec     | 14sec             | 12sec  | 10sec       | 8se          |

### SETTE ....

| SKTLL            | DESCRIPTION                                | 11            | 13               | L3                  | Ly           | L      |
|------------------|--|---------------|------------------|---------------------|--------------|--------|
| Auto Cure        | Auto-restore HP at regular intervals       | 1HP           | 2HP              | 4HP                 | 8HP          | 10     |
| Learn From: Gen  | ius, Kain, Stefan                          |               |                  | -                   |              |        |
| Fighting Spirit  | Raises Volty Gauge level                   | +20%          | +40%             | +60%                | +80%         | +1     |
| Learn From: Adia | na, Gerald, Morgan, Santos, Th             | anos          |                  |                     |              |        |
| Nine Lives       | Increase death resistance                  | 10%           | 15%              | 20%                 | 25%          | 3      |
| Learn From: Alba | a, Claudia, Conrad, Cosmo, Gisl            | e, Mas        | on               |                     |              |        |
| 100t Body        | Resists Knockdowns & Counters              | 20%           | 25%              | 33%                 | 50%          | 10     |
|                  | id, Gabe, Jill, Walter                     |               |                  |                     |              |        |
|                  | e No damage when Parrying                  | 20%           | 40%              | 60%                 | 80%          | 10     |
| Learn From: Cae  | sar, Golly, Franklin, Grant, Patri         | ck            |                  |                     |              |        |
| Fierce Defense   | 360-degree defense, resist<br>Parry breaks | 20%           | 25%              | 33%                 | 50%          | 10     |
|                  | ar, Interlude, Leban, Leona, Wa            |               |                  | , management (1974) | ,            | _      |
| Colossal Power   | Improved Knockdown ability                 | +50%          | +70%             | +100%               | +150%        | +2     |
| Learn From: Cha  | itt, Dan, Dynas, JJ                        |               | photo mention    |                     | _            | -      |
| Iron Link        | Decrease Link Break<br>chances, VP use     | -10%          | -20%             | -30%                | -40%         | .,     |
| Learn From: Got  | , Natalie, Nocturne                        |               |                  |                     |              | _      |
| Absorb HP        | Drain HP from enemies                      | 2%            | 4%               | 6%                  | 8%           | 1      |
| Learn From: Dor  |  |               | ga databaya in s |                     |              | -      |
| Full Power       | Increase Volty attack power                | +10%          | +20%             | +30%                | +40%         | +      |
| Learn From: Gru  | el, Fernando, Galvados, Sebas              |               |                  |                     |              | _      |
| Berserker        | Strength plus, but attacks damage allies   | +20           | +25              | +30                 | +35          |        |
| Learn From: Doi  | ninic, Gonn, Jared, Jan                    | nimminuted in | -                |                     |              | 100    |
| Bad Carrier      | Gives an affliction to target              | 10%           | 15%              | 20%                 | 25%          | 3      |
| Learn From: Der  | n, Dimitri, Golye, Johan, Ursula           |               |                  |                     |              |        |
| Sharp Edge       | Increased chance of critical hits          | +5            | +10              | +15                 | +20          |        |
|                  | an, Derek, Gonber, Goo, Zerani             |               | _                | -                   |              | -      |
| King of Day      | Str, Def, Eva & Luck up<br>from 6:00~17:59 | +5            | +10              | +15                 | +20          | L      |
| Learn From: Elw  |  |               | -                |                     |              | giosa. |
| King of Night    | Str, Def, Eva & Luck up<br>from 18:00~5:59 | +5            | +10              | +15                 | +20          |        |
| Learn From: Ga   |  | -             | gillacountele    | glidonorma          | -            | -      |
| Save Volty       | Decrease VP cost of Volty moves            | -10%          | -15%             | -20%                | -25%         |        |
| Learn From: Cui  |  | paramore and  | -                | -                   | Çamento esta | Sere   |
| Tri-emblem       | Strength, Defense, Evasion & Luck up       | +10           | +20              | +30                 | +40          |        |
| Learn From:      | 222  |               |                  |                     |              |        |

### Skilled Foes TAX TO ANY

Potential friends aren't the only characters who use Skills. Any sentient character you can fight has a Skill, even if you can't recruit him or her: the Dwarves of Earth Valley, for example. While these Skills are usually at the lowest level, some characters, like Cross, have built up theirs!



The following character recruitment index is a useful tool, used to summ time in which characters become available. Assuming the necessary side qu have been completed, the listed events indicate the earliest opportunity t character can be recruited

| CON | CHARACTER SALLEGIANCE |
|-----|-----------------------|
| *   | NEUTRAL ALLEGIANCE    |
| HU  | HUMAN ALLEGIANCE      |
| NH  | NON-HUMAN ALLEGIANCE  |

### CHARACTER RECRUITMEN

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\*Jack \*Ganz

[pg15] [pg15] \*Ridley \*Valkyrie

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Morgan

Nick Paul

Pinky Rika Rolec

Romaria

AN ECCENTRI
VISITOR
WH Aesop
WH Ben
HU Bligh
Brie
HU Caesar
HU Den
HU Donkey
HU Donkey
HU Elef (Finish)

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# MAIN CHARACTERS





A lively young man born and raised in Solieu Village, a town a little ways from Radiata. He lived a peaceful life with his elder sister Adele until his 16th birthday, when he decided to test his mettle by trying out for the Radiata Knights like his father before him.

# RELATIONSHIP CHART Hero and Father Fun to tease RIDLEY

RELATIONSHIP CHART

Captair

Has a debt

about his son to repay

found him and

### CHARACTER DATA

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Element

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| MAX   | ??? | ??? | ??? | ??? | ??? |
| GRADE | ??? | ??? | ??? | ??? | ??? |
|       |     |     |     |     |     |

SKILL

\* \* \* \* \*





Ganz is the only son of Gawain and Freya Rothschild of the Rothschild clan, a family that holds the crest of the Lion of the West. He was raised well and knows little of the horrors of the real world. His speech and manners are impeccable. He became a Radiata Knight at eighteen and was promoted to captain when he was twenty-eight.

DAGOL DROP ANALYSIS BALL, DEFENSE BERRY

ENCOUNTER

### CHARACTER DATA

### e de la la companie de la companie d



RESISTANCES POT PAR BLD BND FRZ x x, x CON CUR PET DTH × × ×

WILLINGNESS TO ACCEPT ORDERS

| ATTACK ENEMY      | CURE FRIEND | BACKUP   | BE BATT   |
|-------------------|-------------|----------|-----------|
| POSSIBLE          | CAN'T ENACT | POSSIBLE | POSSIBLE  |
| BACKAWAY          | PLAY DEAD   | GONUTS   | USE VOLTY |
| POSSIBLE POSSIBLE | POSSIBLE    | POSSIBLE | POSSIBLE  |

Ganz's Armor Element Lion Crest

> Reference [pg288]

\*Ganz's Blind resistance changes to after reuniting with Jack.

| 000   | (P   | ATK | DEF | EVA | DCK- |
|-------|------|-----|-----|-----|------|
| 7     | 206  | 54  | 70  | 20  | 39   |
| 25    | 909  | 112 | 135 | 47  | 74   |
| 50    | 1BB7 | 192 | 225 | B6  | 124  |
| 75    | 2865 | 273 | 316 | 125 | 173  |
| MAX   | 3804 | 350 | 403 | 163 | 221  |
| GRADE | A    | 8   | A   | E   | 8    |

THOUGHT PROCESS PASSIVE > PASSIVE > TIMID

SKILL PREVENT CONFUSE ★ ★ ☆ ☆ ☆

| BWCK WMW | PLAY DEAL |
|----------|-----------|
| POSSIBLE | POSSIBLE  |

| ATTAC  |              |       |         |        |
|--------|--------------|-------|---------|--------|
| TYPE   | NAME         |       | ELEMENT | RANGE  |
| Attack | Ganz Thre    | ust   | None    | Medium |
| Attack | 2 Spinning   | Slash | None    | Medium |
| Attack | 3 Knight Bl  | ow    | None    | Medium |
| Volty  | Ganz Breaker |       | None    | _      |
| ARC    | KNOCK BACK   | POWER | EFFECT  |        |
| 40     | 1            | 1     |         |        |
| ***    |              |       |         |        |

Knock Back

Recruits

Ridley is the only daughter of Sigourney Silverlake and Jasne Colton, a family whose clan holds the crest of the Great Eagle of the North. She is very composed and serious, yet has a frasile lady-like side. Jasne has a different last name, as the Silverlake name can only be carried by those related by blood

ENCOUNTER

RELATIONSHIP CHART

You're an

idiot, but.

Ooesn't like him I'll beat you

Desp

someday

RIDLEY Saved

<u>OND CALLED DE LA CALLE DE LA CALLED DE LA CALLETRA DE LA CALLETRA</u>

CHARACTER DATA KNI GHIT SIGEAR

Element

Element

Reference

BACK AWAY

THOUGHT PROCESS

BRAVE > BRAVE > PASSIVE

POSSIBLE

WILLINGNESS TO ACCEPT ORDERS

ATTACKENENY CURE FRIEND BACKUP

PLAY DEAD

Trainee's Wear

COMMANDERSGEAR Knight Axe

Glory Axe Element Fire

Glory Armor

Power Bangle

Reference

GONUTS

WIND OFFENSE

POSSIBLE

Element

VESSELS GEAR Blaze Axe Element

Valiant Mail

Power Bangle Reference [pg287]

BEBALT

USE VOLTY

POSSIBLE

POSSIBLE

RESISTANCES

POT PAR BLD BND FRZ x x, x x CON CUR PET X O X AP ATK DEF EVA LCK 104 43 49 22 29 720 117 117 66 66 1453 207 198 120 111 2187 296 279 173 156 MAX 2891 382 358 224 198 ATTACKS

TYPE NAME Attack 1 Tree Chopper ELEMENT RANGE Attack 2 Downward Thrust None\*\* Short Attack 3 Earth Splitter? Attack 3 Earth Splitter\* Fire Short Attack 4 Helmet Cleave\* Short Volty Wild Pitch Fire

ARC blaze ~ After Disbandment of the Rose Cochon Blaze ~ After Disbandment 0.8 of the Rose Cochon Blaze ~ After Disbandment 40 0 of the Rose Cochon Blaze ~ After Disbandment 1.2 of the Rose Cochon 92 Fixed Damage during 4.0 Selection Trials

\* ~ Replace "Earth Splitter?" after the game's split.

\*\* ~ Attacks take on the Fire attribute after the game's split.



ALKYRIE



Valkyrie is from Radical, a parallel world of Radiata Calling herself the Selector of Souls, she seeks out the strong to aid her for some mysterious purpose. However, her invitation to "Join me in Heaven" always manages to scare people away. Her hobbies include purifying the souls of immortals and seeking einherjer

DAGOL DROP GROWTH STONE

CHARACTER DATA

Seraphic Garb

Element

a de la company de la company



Feather Earring Reference [pg288] RESISTANCES

POT PAR BLD BND FRZ CON CUR PET DITH

DV AP ATK DEF EVA LCK 9004 323 261 288 355 MAX 9998 502 449 431 355 WILLINGNESS TO ACCEPT ORDERS

ATTACKENEMY CURE FRIEND BACKUP BE BATT BACK AWAY PLAY DEAD CONUTS USEVOLTY

THOUGHT PROCESS SPECIAL

SKTILL ABSORB HP \* \* \* 0 RELATIONSHIP CHART



Watches ove him while he

REQUIREMENTS LEVEL TUNING END GAME—CONTINUE

DIRECTIONS

Complete the Bonus Dungeon

## ALKYRIE (CONT.)

| TTACKS                 |             |         |        |     |            |       |                            |
|------------------------|-------------|---------|--------|-----|------------|-------|----------------------------|
| TYPE NAME              |             | ELEMENT | RANGE  | ARC | KNOCK BACK | POWER | EFFECT                     |
| Attack Bolt Slash      |             | None    | Medium | 90  | 1          | 1     | Paralyze 1.5, Breaks Parry |
| Attack Instant Slide   |             | None    | Short  | 90  | 1.1        | 1.1   | Knocks Upward              |
| Attack 3 Vertical Raid | 0-0         | None    | Medium | 100 | 1.2        | 1.2   | Paralyze 1.5               |
| Attack Speed Shot      | 0~0         | None    | Long   | 0   | 0.6        | 0.6   | Petrify 2.0, Curse 3.0     |
| Volty Nibelung Valesti | 0           | None    | _      | _   | 0          | 0.4   | _                          |
|                        | 0           | None    | -      | _   | 0          | 0.3   | _                          |
|                        | 0           | None    | _      | T - | 0          | 0.4   |                            |
|                        | 0           | None    | _      | _   | 0          | 0.3   | _                          |
|                        | <b>0</b> ~0 | None    | _      |     | 0          | 0.4   | _                          |
|                        | 0           | None    | _      | _   | 0          | 0.6   | _                          |
|                        | 0           | None    | _      |     | 1          | 1.2   | Knock Back                 |

\*\*\*

# → HUMAN CHARACTERS



# **OLACION ORDER**

Achilles is a monkmaster, head priest of the Olacion Order, and Kain's bodyguard. He comes from a family of monks, and has been Rocky's friend and rival since they were both young. He is unofficially part of Fernando's faction. He looks scary and mean, but appearances, in this case, can be deceiving. He is actually a very nice man.

DAGOL DROP ENCOUNTER



Recruits

### CHARACTER DATA

### exacta exacta exacta exacta exacta exacta exact friends



BR/

| RES | ISTA  | NCE  | S   |    |     |
|-----|-------|------|-----|----|-----|
| POT | PAR   | BLD  | В   | VD | FRZ |
| A   | A COM | CUR  |     | A  | •   |
| BLZ | CUN   | LUK  | Ji. |    | DTH |
| 002 | M     | 0.72 | 043 | GW | 1CK |
| 12/ | Mr_   |      |     |    |     |

|       | L    |     |     | A   | _   | 1 |
|-------|------|-----|-----|-----|-----|---|
| 100   | HP   | ATK | DEF | EVA | ng: |   |
|       | -    |     |     |     |     | ı |
| 28    | 906  | 165 | 145 | 91  | 155 | 9 |
| 50    | 1729 | 228 | 226 | 120 | 192 |   |
| 75    | 2665 | 300 | 319 | 154 | 234 |   |
| MAX   | 3563 | 369 | 407 | 186 | 275 |   |
| GRADE | A    | В   | A   | D   | A   |   |

|                     | Paris Principle | LANGE | -     | and on | nnes.    | undan  |   |
|---------------------|-----------------|-------|-------|--------|----------|--------|---|
| OUGHT PROCESS       | SKTO            |       |       |        | -        |        | i |
| AVE > BRAVE > TIMID | STRENGTH PLUS   | *     | ŵ     | 台      | 4        | 口口     |   |
|                     | producinement   | -     | Anger | henne  | physical | pinter |   |

| 5 | WILLINGNE | ESS TO ACCE | EPT ORDERS |             |
|---|-----------|-------------|------------|-------------|
|   |           | CAN'T ENACT | POSSIBLE   | POSSIBLE    |
|   | POSSIBLE  | POSSIBLE    |            | CAN'T ENACT |

| ATTACK |                          |       |         |       |
|--------|--------------------------|-------|---------|-------|
|        | NAME                     |       | ELEMENT | RANGE |
| Attack | Jab                      | -     | None    | Short |
| Attack | Body Blov                | v     | None    | Short |
| Attack | 3 Low Kick<br>KNOCK BACK |       | None    | Short |
| ARC    |                          | POWER | EFFECT  |       |
| 40     | 0.5                      | 0.7   | _       | _     |
| 40     | 1                        | 1     |         |       |
| 90     | 0.5                      | 1.3   | _       | _     |

### REQUIREMENTS DEVEL TOWING PEOPLE BEGIN TO CHANGE

# DIRECTIONS

Talk to Kain. He tells you that Alvin and Achilles have been assigned to assist you. Talk to Achilles

As Kain's bodyguard, Achilles is never far away.

| SCHEDIUE OVER |  |  |  |  |
|---------------|--|--|--|--|

| TIME  | DOGGT OCON                    | 1500013 | DOGATIKON                     | 180003 | DOGATOON                      |
|-------|-------------------------------|---------|-------------------------------|--------|-------------------------------|
| 0:00  | Achilles Home                 | 13:50   | Olacion Order Shrine (1)      | 21:10  | Castle Gate                   |
| 2:55  | Path of Swords and Wisdom     | 14:05   | White Town of Stars and Faith | 22:40  | Olacion Order Shrine (1)      |
| 3:05  | White Town of Stars and Faith | 14:30   | Path of Swords and Wisdom     | 23:15  | White Town of Stars and Faith |
| 3:30  | Olacion Order Shrine (1)      | 16:00   | White Town of Stars and Faith | 23:40  | Path of Swords and Wisdom     |
| 3:40  | Olacion Order Chapel          | 16:30   | Olacion Order Shrine (1)      | 23:55  | Achilles' Home                |
| 10:30 | Mortal Tree Hallway           | 16:40   | Olacion Order Chapel          |        |                               |
| 13:25 | Olacion Order Chapel          | 20:30   | Olacion Order Shrine (1)      |        |                               |

### ADELE NO AFFILIATION

Adele is a gutsy young woman and Jack's older sister. She took charge of his upbringing after their parents passed away. She is also the one who taught Jack how to use a sword. She can be strict, but it's always for Jack's own good. In front of others though, she is a perfect lady. It's not an act either—that's how she really is.

EXP DAGOL DROP

### CHARACTER DATA

### 

| Normal Clo<br>Element | thes<br>None |
|-----------------------|--------------|
| Luck Brace            | let          |

Reference [pg287]

|   | KED | DIA  | IVEL |      |     |      |
|---|-----|------|------|------|-----|------|
|   | POT | PAR  | BLD  | B    | D ( | FRZ= |
|   | ×   | ×    | 1    |      | ×   | ×    |
|   | BLZ | CON  | CUF  | 3 PL |     | DTH  |
|   | ×   | ×    | 2    |      | ×   | 0    |
| 1 | 007 | HP - | ATK  | DEF  | EVA | nan- |
|   | 3   | 110  | 38   | 40   | 15  | 21   |
|   |     |      |      |      |     |      |

| BIZ      | CON          | CO        | 3 P       | ×              | X<br>DTH   |
|----------|--------------|-----------|-----------|----------------|------------|
| 3        | <b>GP</b>    | ATK<br>38 | DEF<br>40 | (3 <b>Y</b> A) | 0.CR       |
| 25       | 542          | 83        | 66        | 44             | 84         |
| 50<br>75 | 1034<br>1526 | 134       | 96<br>126 | 78<br>111      | 157<br>229 |

WIND DEFENSE ★ ☆ ☆ ☆ ☆

| ATTACK ENEM | CURE FRIEND           | BACKUP             | R.E |
|-------------|-----------------------|--------------------|-----|
| POSSIBLE    | CAN'T ENACT           | POSSIBLE           | POS |
| POSSIBLE    | PLAY DEAD<br>POSSIBLE | CONUTS<br>POSSIBLE | CAN |
| ATTACKS     |                       |                    |     |

WILLINGNESS TO ACCEPT ORDERS

ENCOUNTER

| SSIBLE      | W           | POSSIBLE         |       | ISSIBLE                       | CAN | T ENACT | ١ |
|-------------|-------------|------------------|-------|-------------------------------|-----|---------|---|
| TAC         |             |                  |       |                               |     |         |   |
| RE<br>ttack | NAM<br>Slap | 3                |       | ELEMEN                        |     | Short   |   |
| ttack       | Scol        | ding<br>OCK BACK | POWER | None                          | 9   | Short   |   |
| 90          |             | 0.5              | 1     |                               | -   |         | 1 |
| 120         |             | 0.5              | 0     | Bind 3.0, Ignores<br>Guarding |     |         |   |
|             |             |                  |       |                               |     |         |   |



RELATIONSHIP CHART

Can't believe he killed her father

### REQUIREMENTS

LEVEL TUNING

— BATTLE AT THE CITY OF WHITE NIGHTS

### DIRECTIONS

- Talk to Adele after People Begin to
- After Meeting Gawain, tell her of your encounter Tell Adele about A Duel in
- Broad Daylight. Adele will join only after hearing your

RELATIONSHIP CHART

concerns about Gawain.

CHEDULE en en en

0:00 Adele's Residence Solieu Village Adele's Residence

THOUGHT PROCESS

BRAVE > BRAVE > BRAVE



# OLACION ORDER

Adina is a priestess of the Olacion Order. She and her twin sister, Elena, serve Anastasia and are always found by her side. She was brought up to be an elite doctor specifically to provide medical care to the Ryans. She is very quiet, and speaks harshly when she does talk. She would give her life for Elena

EXP DAGOL DROP

SKILL

ENCOUNTER

### Faithful to the Ryan house

ANASTASIA

BE BATT

Poison 3.0

USEVOLTY

ELENA

Younger Sister

Older Sister

Good at everything

### CHARACTER DATA

### WILLINGNESS TO ACCEPT ORDERS

Robe of Order

BR/

| JI,   | Element                    | None    |   |
|-------|----------------------------|---------|---|
|       | D Ot . II                  | -       |   |
|       | Protect Shell<br>Reference | [pq287] |   |
| and a |                            | 1,3     | 3 |

| RES | 151A | NUE | 3 |              |     |   |
|-----|------|-----|---|--------------|-----|---|
| P07 | PAR  | BLC | B | ND           | FRZ |   |
| ×   | ×    | 3   |   | ×            | ×   |   |
| RIT | CON  | CU  |   | A N          | DTH | Į |
| -   |      | -   |   | MINISTER AND |     |   |
|     | AP   |     |   |              |     |   |

| 00    | ap-  | ATT | DEF | EVA | DCK |
|-------|------|-----|-----|-----|-----|
| 17    | 265  | 81  | 62  | 45  | 49  |
| 25    | 469  | 101 | 87  | 62  | 62  |
| 50    | 1106 | 165 | 166 | 115 | 106 |
| 75    | 1744 | 228 | 245 | 16B | 150 |
| MAX   | 2356 | 289 | 322 | 220 | 192 |
| GRADE | D    | B   | В   | C   | C   |

\* \* \* \*

|                     | 110000000000000000000000000000000000000 |
|---------------------|---|
| OUGHT PROCESS       | SKM                                     |
| AVE > BRAVE > BRAVE | FIGHTING SPIRIT                         |

| KEDID III (OZO |                            |         |       |       |  |  |  |  |
|----------------|----------------------------|---------|-------|-------|--|--|--|--|
| P07            | PAR                        | BLD     | BND   | FRZ   |  |  |  |  |
| ×              | ×                          | ×       | ×     | ×     |  |  |  |  |
| BLZ            | CON                        | CUR     | PET   | DTH   |  |  |  |  |
| ×              | ×                          | ×       | ×     | ×     |  |  |  |  |
| 102            | AP C                       | FT? 05  | 3 577 | 1027  |  |  |  |  |
| 2              | TALL OF THE REAL PROPERTY. | BEAU P. |       | - LCA |  |  |  |  |

| ATTAC   |     |               |       | Cocamon     | 1                                       |
|---------|-----|---------------|-------|-------------|---|
|         |     |               |       |             | RANGE                                   |
| Attack  | RII | nd Gas        |       | None        | Long                                    |
| Attack  | Fo  | g of Chaos S  | E     | None        | Long                                    |
| Restore | Re  | covery Ray S  | SE    |             | -                                       |
|         |     | g of Poison S |       | None        | Long                                    |
| ARC     | 1   | KNOCK BACK    | POWER | EFFECT      | 100000000000000000000000000000000000000 |
| 0       | -   | 0.5           | 0.5   | Blind 2.0   |   |
| 40      |     | 0.5           | 0.3   | Confuse 3.0 |   |
|         |     |               |       |             |   |

| ITPE    | N  | N/IE           |       | ELEMENT      | RANGE         |
|---------|----|----------------|-------|--------------|---------------|
| Attack  | BI | ind Gas        |       | None         | Long          |
| Attack  | Fo | g of Chaos S   | E     | None         | Long          |
| Restore | Re | ecovery Ray SE |       |              | _             |
|         |    | g of Poison S  |       | None         | Long          |
| ARC     |    | KNOCK BACK     | POWER | EFFECT       | -             |
| 0       |    | 0.5            | 0.5   | Blind 2.0    |               |
| 40      |    | 0.5            | 0.3   | Confuse 3.0  |               |
| -       |    |                |       | Restores 40% | of Maximum UD |

bodied

### REQUIREMENTS

DEVEL TUMING 12 INDEPENDENT MISSIONS

SUB MYSSTON Vexatious Vermin and Smilodon Fang

### DIRECTIONS

O Talk to her with Elena in your party.







ATTACK ENEMY CURE FRIEND BACKUP

BACK AWAY PLAY DEAD GO NUTS

### ADINA (CONT.)

THEN ILL ON THE PROPERTY OF TH

| S. Cale | AND REAL | A COLOR OF THE PARTY OF THE PAR | don't | O CHO CHO CHO CHO CHO CHO CHO CHO CHO CH | (C)CAC | A CONTROL OF THE CONT | 3/5/(0   | ENGINE COLORO  |
|---------|----------|--|-------|--|--------|--|--|--|
| V       | 0:00     | Adina's Home   | 9:10  | Path to the Sun                          | 14:20  | OGATION Olacion Order Shrine (1)   |  | Adina's Home   |
|         |          | White Town of Stars and Faith  | 9:30  | Vancoor Square                           |        | Universal Tree Hallway   |  | White Town of Stars and Faith  |
| 1/      |          | Olacion Order Shrine (1)   |       | Yellow Town of Sun and Glory (2)         | 15:00  | Olacion Order Chapel   | 19:40  | Morfinn's Clinic   |
| 11      |          | Olacion Order Chapel   |       | San Patty Accessories                    | 15:15  | Mortal Tree Hallway  | 19:50  | Morfinn's Clinic 2nd Floor   |
| VL.     |          | Mortal Tree Hallway  | 12:00 | Yellow Town of Sun and Glory (2)         | 15:30  | Anastasia's Room   | 21:50  | Morfinn's Clinic   |
|         | 5:55     | Anastasia's Room   | 12:15 | Vancoor Square                           | 18:00  | Mortal Tree Hallway  | 22:00  | White Town of Stars and Faith  |
| AL.     | 8:00     | Mortal Tree Hallway  | 12:45 | Belmont General Store                    | 18:10  | Olacion Order Shrine (2)   |  | Adina's Home   |
|         |          | Olacion Order Shrine (2)   | 13:50 | Vancoor Square                           | 18:25  | Olacion Order Shrine (1)   | Common Co | Control of the Contro |
| 48      | 8:35     | Olacion Order Shrine (1)   | 14:00 | Path to the Sun                          | 18:40  | White Town of Stars and Faith  |  | )  |



### AIDAN

### VARETH MAGIC INSTITUTE

Aidan is the son of Cecil, vice president of the Vareth Magic Institute, and his wife, Mira. Aidan entered the guild to follow in the footsteps of his father. He is a spoiled child and quickly becomes angry when he doesn't get his way. He hates being alone, and always wants someone close by to pamper him.

DAGOL DROP

100 STARTLE POWDER ENCOUNTER

### CHARACTER DATA Arshaia

Training Device

Reference [pg288]

Element Vareth Uniform Element Earth

### 

| P07 | PAR  | BLC | B   | ND   | FRZ  |
|-----|------|-----|-----|------|------|
| BLZ | CON  | GVI |     | ×    | DTH  |
| ×   | ×    | ,   |     | ×    | ×    |
| 000 | AP.  | ATA | DEF | GVA) | LCK- |
| 5   | 1113 | 44  | 46  | 1 45 | 32   |

RESISTANCES

|   | ×    | ×     | 3   |     | ×           | ×     |  |
|---|------|-------|-----|-----|-------------|-------|--|
| 1 | 002  | æ     | ATA | DEF | <b>3</b> 22 | DCK-  |  |
|   | 5    | 113   | 44  | 46  | 45          | 32    |  |
|   | 25   | 524   | 94  | 96  | 98          | 58    |  |
|   | 50   | 1034  | 158 | 158 | 166         | 92    |  |
|   | 75   | 1553  | 221 | 221 | 233         | 125   |  |
|   | BAAV | 00.47 | 200 | 004 | 2000        | 10000 |  |

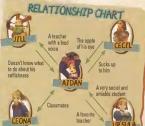
|                       | -     | 1000 | 261 | 46  | _ 4 | JJ | 14  |
|-----------------------|-------|------|-----|-----|-----|----|-----|
|                       | MAX   | 2047 | 282 | 281 | 2   | 98 | 157 |
|                       | GRADE | E    | D   | D   | T   | A  | E   |
| THOUGHT PROCESS       | SKTIL |      |     |     |     |    |     |
| 8RAVE > BRAVE > TIMID | SHARP | EDGE | *   | ☆   | ☆   | 쇼  | ☆   |

### WILLINGNESS TO ACCEPT ORDERS

| TTACK ENEMY | CURE FRIEND | BACKUP | BE BATT     |
|-------------|-------------|--------|-------------|
|             |             |        | POSSIBLE    |
| ACK AWAY    | PLAY DEAD   | GONUTS | USEVOLTY    |
| DSSIBLE     |             |        | CAN'T ENACT |

| ATTAC  | KS                 |         |        |
|--------|--------------------|---------|--------|
| TYPE   | NAME               | ELEMENT | RANGE  |
| Attack | Stone Javelin Lv.1 | Earth   | Long   |
| Attack | Stone Javelin Lv.2 | Earth   | Long   |
| ARC    | KNOCK BACK POWER   | EFFECT  |        |
| 0      | 1 16               | Knor    | k Back |

Knock Back



### REQUIREMENTS

LEVEL TITMING

### DIRECTIONS

Talk to him and agree to be his

If you're hoping to recruit Cecil, you had best start leveling Aidan early on.

### CHIPULE COMPANION CONTROL OF CONT

| 543 |                                      |       |                             |       | THE CHARGE STATE OF THE CHARGE STATE STATE OF THE CHARGE STATE STATE STATE STATE OF THE CHARGE STATE S |
|-----|--------------------------------------|-------|-----------------------------|-------|--|
| 0:  | OU Aldan's House                     | 11:15 | Star Tower Interior         | 13:15 | LOCATION<br>Cafeteria  |
| 7:  | 15 Path of Insanity and Fanaticism   | 11:25 | Star Tower                  | 16:10 | Vareth Magic Institute   |
| 7:  | 20 Blue Town of Water and Wisdom (2) | 11:40 | Cafeteria                   | 17:15 | Blue Town of Water and Wisdom (2)  |
| 7:  | :55 Vareth Magic Institute           | 12:00 | Moon Tower                  | 17:35 | Black Rose General Store   |
| 8:  | :10 Cafeteria                        | 12:10 | Moon Tower Interior         | 20:00 | Blue Town of Water and Wisdom (2)  |
| 8:  | :30 Star Tower                       | 12:20 | Moon Tower Research Lab (2) | 20:40 | Path of Insanity and Fanaticism  |
| 8:  | :45 Star Tower Interior              | 12:55 | Moon Tower Interior         | 20:50 | Aidan's House  |
| 8:  | :55 Star Tower Research Lab (2)      | 13:05 | Moon Tower                  |       |  |





# VOID COMMUNITY

A/ba is the assistant trainee leader of the Void Community. As a youth, he made many wrong choices due to his violent nature. He was later scouted by the Void Community. He takes part in many operations. He is very cool and collected but also has a violent temper. He contributes more with his brawn than his brains

DAGOL DROP ENCOUNTER



Recruits

Element

| RESISTANCES |     |     |     |      |  |  |  |  |
|-------------|-----|-----|-----|------|--|--|--|--|
| P07         | PAR | BLD | BND | FRZ  |  |  |  |  |
| ×           | ×   | ×   |     | ×    |  |  |  |  |
| BLZ         |     |     | PET | Duli |  |  |  |  |
| 0 x x x x   |     |     |     |      |  |  |  |  |

| WILLINGNESS TO ACCEPT ORDERS |  |          |  |  |  |  |  |  |  |
|------------------------------|--|----------|--|--|--|--|--|--|--|
| AUTACKENENT                  |  |          |  |  |  |  |  |  |  |
|                              |  | POSSIBLE |  |  |  |  |  |  |  |

|   | WILLINGINESS TO INCOME |             |           |             |  |  |  |
|---|------------------------|-------------|-----------|-------------|--|--|--|
|   | ATTACK ENEMY           | CURE FRIEND | BACKUP    | BE BATT     |  |  |  |
|   |                        |             | POSSIBLE  | POSSIBLE    |  |  |  |
|   | BACK AWAY              | PLAY DEAD   | CONVITS   | USEVOLTY    |  |  |  |
|   | POSSIBLE               |             |           | CAN'T FNACT |  |  |  |
| Į |                        | 000111111   | . 0001922 | OTTO TENTO  |  |  |  |

0

| 100 | AP . | ATK | DEF | EVA | DCK- | -         |
|-----|------|-----|-----|-----|------|-----------|
| 16  | 365  | 117 | 32  | 62  | 42   | City City |
| 25  | 612  | 14B | 51  | 81  | 57   | L         |
| 50  | 1301 | 234 | 104 | 134 | 102  |           |
| 75  | 1989 | 321 | 157 | 186 | 147  | 6         |
| MAX | 2650 | 405 | 208 | 236 | 191  | 1         |

GRADE D A E B C

THOUGHT PROCESS GRESSIVE > AGGRESSIVE > AGGRESSIVE

| SKTO           |   | _ |   |   | _ |
|----------------|---|---|---|---|---|
| PREVENT FREEZE | * | ☆ | 立 | ☆ | Û |

| GAT | Ш | ER | IN | G | FRI | ΕN | ID: |
|-----|---|----|----|---|-----|----|-----|
|     | _ |    | _  | _ |     |    |     |

### REQUIREMENTS LEVEL TIMING

FRIEND TUTORIAL

### DIRECTIONS

EFFECT

Knock Dow

Steal 3.0

1 Talk to him and defeat him in a duel On a different day, talk to him and defeat him again.

Circle and wait for Alba to swing before jumping in for a sucker punch!

### ATTACKS TYPE NAME ELEMENT RANGE ARC KNOCK BACK POWER Attack Dunvera Hack None 90 Attack Swift Headbutts 0-0 None Short 40 0 0 None Short 40 Attack Steal 60

None

THE CONTROL OF THE PROPERTY OF TUME LOCATION Black Town of Night and Lust Yellow Town of Sun and Glory (1) 18:30 | Blue Town of Water and Wisdom (1 10:35 Path to the Beast Pit 15:55 Yellow Town of Sun and Glory (2) 19:15 Blue Town of Water and Wisdom (2) 11:10 Blue Town of Water and Wisdom (2) 16:05 Vancoor Square 11:45 Path of Insanity and Fanaticism 16:45 Path to the Sun 20:20 Black Town of Night and Lust 17:05 Olacion Order Shrine (1) 12:20 White Town of Stars and Faith

Short



14:45 Path of Swords and Wisdom

Other Antagonize Enemy

THEATER VANCOOR

17:45 Olacion Order Shrine (2)

Aldo is the assistant corporal of Theater Vancoor. He works under Caesar. He is the brains of many an operation, and has the ability to turn any difficult situation around with his strategic know-how. He spends his free time studying strategies and tactics. He feels more comfortable in a library than on the battlefield.

EXP DAGOL DROP ENCOUNTER



CHARACTER DATA



Element None

RESISTANCES POT PAR BLD BND FRZ 2 CON CUR PET DTH

WILLINGNESS TO ACCEPT ORDERS ATTACKENEMY CURE FRIEND BACKUP BE BATT CAN'T ENACT BACK AWAY PLAY DEAD CONUTS USEVOLTY

owner CHERTE

| -    |      |     |     | **  | -   |
|------|------|-----|-----|-----|-----|
| 002  | AP-  | ATK | DEF | EVA | DC3 |
| 16   |      | B6  |     |     | 55  |
| 25   | 562  | 110 | 126 | 49  | 71  |
| 50   | 1360 | 177 | 211 | 100 | 115 |
| 75   | 2158 | 244 | 295 | 151 | 160 |
| MAAY | 2024 | 200 | 270 | 200 | 200 |

TYPE NAME Attack 1 Weak Thrust

|          | JIREMENTS -     |
|----------|-----------------|
| LEVEL 11 | FRIEND TUTORIAL |
| DIDE     | CTIONS          |

THOUGHT PROCESS BRAVE > BRAVE > TIMIO

SKTLL EARTH DEFENSE \* \$

ELEMENT RANGE Attack 2 Power Thrust OCK BACK POWER Medium ARC EFFECT

Talk to him and find out about the

### Book of Fairies.

- Retrieve the Book of Fairies from the treasure box in Septem
- Give the book to Aldo

CHENTIF OF PARO A CARD A CARD

| PARELL | DULL CARROCAUL               | 1100  | Salara Rancia Rancia             | CASA  | MANUFACTOR OF THE PARTY OF THE | SILVE | DECORPORA DE CONTROL D |
|--------|------------------------------|-------|----------------------------------|-------|---|-------|--|
| TUCE   | LOCATION                     | TUU3  | LOGATIZON                        | TIME  | LOCATION  | 50003 | LOCATION   |
|        | Aldo's House                 | 11:40 | Yellow Town of Sun and Glory (1) | 16:05 | Yellow Town of Sun and Glory (1)  | 18:25 | White Town of Stars and Faith  |
| 5:10   | Path of Swords and Wisdom    | 11:50 | Yellow Town of Sun and Glory (2) | 16:10 | Theater Vancoor 1st Floor   | 19:00 | The Last Word Book Store   |
| 5:55   | Theater Vancoor 2nd Floor    | 12:00 | Begin Eatery                     | 16:15 | Toilet  | 21:30 | White Town of Stars and Faith  |
| 6:05   | The Quarto Squad Locker Room | 12:15 | Begin Eatery 2nd Floor           | 17:10 | Theater Vancoor 1st Floor   | 22:05 | Path of Swords and Wisdom  |
| 11:15  | Theater Vancoor 2nd Floor    | 14:20 | Begin Eatery                     | 17:15 | Theater Vancoor 2nd Floor   | 22:30 | Aldo's House   |
| 11:25  | Theater Vancoor 1st Floor    | 14:35 | Yellow Town of Sun and Glory (2) | 17:20 | Path of Swords and Wisdom   |       |  |



SKM

EVASION PLUS

THEATER VANCOOF Alicia is a sergeant of Theater Vancoor. Born into the family of hero

Alfred, she is also called Swan Alicia. She has inherited her father's abilities, and is now Vancoor's youngest sergeant. Though burdened with heavy tasks, she feels little pressure from her job and is always smiling. She is also a valued member of the Triton Squad.

DAGOL DROP 376 BOOK OF PEGASUS

ENCOUNTER

### CHARACTER DATA

### 

| Sylph Edge<br>Element | Wind |
|-----------------------|------|
| Wing Garb             |      |

Saint's Trophy

Reference

THOUGHT PROCESS

BRAVE > PASSIVE > PASSIVE

Element

| -   |      |      | -     |      |
|-----|------|------|-------|------|
| PUI | PAR  | RTD  | RND   | FRZ  |
| ×   | ×    | ×    | ×     | ×    |
| BLZ | CUN  | CUR  | -     | DTH  |
| ×   | ×    | ×    | ×     | ×    |
| 002 | AP / | TK D | 73 EV | 1003 |

| ı | BL/   | LUN. | _,CU |     | 3    | אדע |
|---|-------|------|------|-----|------|-----|
|   | ×     | ×    | >    |     | ×    | ×   |
|   | 00    | ŒP-  | atta | DEF | EVA) | DCK |
|   | ***   |      |      |     |      | -   |
|   | 32    | 633  | 153  | 130 | 167  | 123 |
|   | 50    | 1312 | 212  | 185 | 187  | 148 |
|   | 75    | 2257 | 296  | 275 | 217  | 183 |
|   | MAX   | 3163 | 375  | 362 | 244  | 218 |
|   | GRADE | В    | A    | A   | В    | 8   |

| 153 | 130 | 167 | 123 | ı |  |
|-----|-----|-----|-----|---|--|
| 212 | 185 | 187 | 148 |   |  |
| 296 | 275 | 217 | 183 | ı |  |
| 375 | 362 | 244 | 218 |   |  |
| A   | A   | В   | 8   |   |  |
|     |     |     |     |   |  |
|     |     |     |     |   |  |

### WILLINGNESS TO ACCEPT ORDERS

| MILLIMON     | 200 10 11001 |          |
|--------------|--------------|----------|
| ATTACK ENEMY | CURE FRIEND  | BACKUP   |
| POSSIBLE     |              | POSSIBLE |
| BACK AWAY    | PLAY DEAD    | CONUTS   |

| ATTACK     | 3                   |                  |         |         |
|------------|---------------------|------------------|---------|---------|
|            | AME                 | -                | ELEMENT | RANGE   |
|            | Ray Cutte           |                  | Wind    | Medium  |
|            | Rose Flas           |                  | Wind    | Medium  |
| Attack ARC | Migh Sky KNOCK BACK | Descend<br>POWER | Wind    | Medium  |
| 90         | 1                   | 0.8              |         |         |
| 200        | 0.5                 | 1.2              | Paral   | yze 1.0 |

# RELATIONSHIP CHART

DENNIS

nartner

Gives her assignments

Ancestra A descendant

BE BATT

USE VOLTY

CAN'T ENAC

### REQUIREMENTS

LEVEL TIMING PEOPLE BEGIN TO CHANGE

### DIRECTIONS

- Talk to Elwen between 12:30pm and 3:00pm in Path of the Spider Charnel. Talk to Alicia in the same room
- between 9:30pm and 10:50pm. O Duel Alicia to prove your worth.

Use Herb Extracts to recover any lost HP before talking to Alicia.

### CHIDILIF COMPANIE COM

| TIME | LOCATION                   | TIME  | LOCATION                           | STORE | LOCATION                           | 500013 | DOGATION                   |
|------|----------------------------|-------|------------------------------------|-------|------------------------------------|--------|----------------------------|
| 0:00 | Path of the Spider Charnel | 6:10  | Theater Vancoor Basement 2nd Floor | 11:05 | Vancoor Square                     |        | Cell                       |
| 1:00 | Path of the Spider I (20)  |       | Theater Vancoor Basement 1st Floor | 11:35 | Yellow Town of Sun and Glory (2)   | 16:50  | Path of the Spider I (3)   |
| 1:30 | Path of the Spider I (18)  |       | Theater Vancoor 1st Floor          | 11:50 | Yellow Town of Sun and Glory (1)   | 17:15  | Path of the Spider I (4)   |
| 2:35 | Path of the Spider I (17)  |       |                                    | 11:55 | Theater Vancoor 1st Floor          | 17:45  | Path of the Spider I (5)   |
| 3:20 | Path of the Spider I (16)  | 6:40  | Yellow Town of Sun and Glory (2)   | 12:50 | Theater Vancoor 2nd Floor          | 18:30  | Path of the Spider I (7)   |
| 3:40 | Path of the Spider I (7)   | 6:55  | Vancoor Square                     | 13:00 | The Triton Squad Locker room       | 18:50  | Path of the Spider I (16)  |
| 4:00 | Path of the Spider I (5)   | 7:25  | Path to the Sun                    | 16:00 | Theater Vancoor 2nd Floor          |        | Path of the Spider I (17)  |
| 4:50 | Path of the Spider I (4)   | 7:40  | Alicia's Residence                 | 16:15 | Theater Vancoor 1st Floor          |        | Path of the Spider I (18)  |
| 5:20 | Path of the Spider I (3)   | 8:00  | Alicia's Residence                 | 16:20 | Theater Vancoor Basement 1st Floor |        | Path of the Spider I (20)  |
| 5:50 | Cell                       | 11:00 | Path to the Sun                    |       | Theater Vancoor Basement 2nd Floor |        | Path of the Spider Charnel |

Thought Process Breakdown

All characters experience a threestep pattern of behavior known as a Thought Process. As a character's HP depletes, he or she begins to act differently. There are three divisions of behavior, and five terms used to describe them.

THOUGHT PROCESS ABOVE 70% HP > 70%-30% HP > BELOW 30% HP

Attempts an all-out assault. Even when quarded, character continues to rain down a barrage of AGGRESSIVE attacks. Always counters when parrying an enemy attack. Tends to go toward an enemy when it enters his or her range. When attacks are blocked, character RRAVE commonly continues its assault.

Achieves a good balance of attack and defense. Character usually waits for an opportune moment to STANDARD engage the enemy and does not run away when hit. Seldom passes on an opportunity to attack. Maintains a safe distance from the enemy and will plan an attack if the chance presents itself. TIMID Concentrates on healing self even when slightly hurt.

Rarely attacks of own volition and only counterattacks once in while. When making an attack, PASSIVE character quickly calls it off if the attack misses or is guarded.







Alvin is a priest of the Olacion Order. Determined to become a montmaster he entered the guild to learn martial arts from Fernando. He is guick for his size, and his powerful attacks make him a superb fighter. Frank and easily excited, he believes in Justice, Love, Preparedness, Friendship, and Miracles

DAGOL DROP

ENCOUNTER



Recruits

THOUGHT PROCESS 8RAVE > BRAVE > BRAV

| ×    | ×    | *   | : * |     | ×    |
|------|------|-----|-----|-----|------|
| 10   | AP-  | ATR | DEF | EVA | DCR- |
| 21   | 511  | 120 | 120 | 65  | 118  |
| 25   | 640  | 131 | 132 | 67  | 123  |
| 50   | 1447 | 204 | 210 | 82  | 156  |
| 75   | 2254 | 276 | 288 | 96  | 190  |
| MARY | 2000 | 040 | 000 | 444 | 1000 |

|   | GRADE   | 8    | 8 | A | E  |   |
|---|---------|------|---|---|----|---|
| 3 | SITTO   |      |   |   |    |   |
| E | DEFENSE | PLUS | * | 0 | 00 | 2 |

### WILLINGNESS TO ACCEPT ORDERS

| ATTACK ENEMY | CURE FRIEND | BACKUP     | BE BATT     |
|--------------|-------------|------------|-------------|
| POSSIBLE     | CAN'T ENACT | POSSIBLE   | POSSIBLE    |
| BACK AWAY    | PLAY DEAD   | GO NUTS    | USE VOLTY   |
| POSSIBLE     | POSSIBLE    | POSSIBLE . | CAN'T ENACT |

| 4 PWW | W1 4 | 01  | CO |  |
|-------|------|-----|----|--|
| AT    | I A  | (1) | 10 |  |
|       |      |     |    |  |

40

| ATTACK |                                    |                 |       |
|--------|------------------------------------|-----------------|-------|
|        | IAME                               | E EMENT<br>None | RANGE |
|        | 1 Left Straight                    | - Democratic    | Shor  |
|        | 2 Twist Hook                       | None            | Shor  |
| Attack | 3 Upper Strike                     | None            | Shor  |
| Attack | A Palm of Energy? KNOCK BACK POWER | -               |       |
| ARC    | KNOCK BACK POWER                   | EFFECT          |       |
| 40     | 0.5 0.8                            | 1 -             |       |

Knocks Upward

### Achilles and Alvin have been assigned to assist you. Talk to Alvin The easiest time to recruit Alvin and Achilles is during their Chapel time with Kain.

PEOPLE BEGIN TO CHANGE

Talk to Kain, who tells you that

REQUIREMENTS

LEVEL TIMING

DIRECTIONS

CHEDUIT PAR CARONACIA CONTROL CONTROL

| ENSUIT . | LOGATIZON                       |       | DOGATION.                       |                 | according to the Die              |
|----------|---------------------------------|-------|---------------------------------|-----------------|-----------------------------------|
| 0.00     | Alvin's House                   | 7:40  | Olacion Order Chapel            | 17:40           | Blue Town of Water and Wisdom (2) |
| 4:15     | Path of Insanity and Fanaticism | 10:40 | Olacion Order Shrine (1)        | 19:55           | Path of Insanity and Fanaticism   |
| 6:35     | White Town of Stars and Faith   | 10:55 | White Town of Stars and Faith   | 22:15           | Alvin's House                     |
| 7:30     | Olacion Order Shrine (1)        | 17:05 | Path of Insanity and Fanaticism | Lewis Do 7-0000 | 3                                 |

ANASTASIA

Anastasia is an archbishop of the Olacion Order and current head of the Ryan Clan, which holds the crest of Jaguars of the East. Her New Faction raises funds by dealing in "miracle remedies." She is on bad terms with Fernando, who represents the conservative Old Faction. The most important things in her life are herself and money

EXP DAGOL DROP

ENCOUNTER

Support opposing A member of her ANASTASI Mother figure strongly to her ideology

RELATIONSHIP CHAR

CHARACTER DATA



| H   | Beckoning ( | Cat<br>Inn/2881 |
|-----|-------------|-----------------|
| Sec |             | 113-111         |

| ACL. |      |     |     |      |     |
|------|------|-----|-----|------|-----|
| POI  | PAR  | BLD | B   | ND ( | FRZ |
| ×    | ×    | 3   |     | ×    | ×   |
| BLZ  | CON  |     |     | 3    | DUH |
| 000  | -    | 3   | 1   |      |     |
| LV   | HP   | AUK | DEF | EVA  | LCK |
| 30   | 4870 | 125 | 0   | 6    | 111 |
| 50   | 5907 | 179 | 0   | 24   | 111 |
| 75   | 7204 | 246 | 0   | 48   | 111 |
| MAX  | 9449 | 212 | 0   | 71   | 111 |

| ŧκ⁻    | _ KT I    |     | ND =  | tKZ=     |     |         |         |
|--------|-----------|-----|-------|----------|-----|---------|---------|
| ×      | 1         |     | ×     | ×        | No. | Attack  | 6       |
| N<br>* | CUI       | -   | T ×   | DTH<br>* | 1   | Attack  | (table) |
|        | OF TO     | DEF | (3)2) | n/am     | 2   | Restore |         |
|        | AUA       | DEL | SVA   | LCA      |     | Restore | ŀ       |
| 70     | 125       | 0   | 6     | 111      |     | Volty   | 0       |
| 07     | 179       | 0   | 24    | 111      |     | ARC     | •       |
| 04     | 246       | 0   | 48    | 111      |     | U       | 100     |
| 49     | 312       | 0   | 71    | 111      |     | 0       |         |
| S      | C         | E   | E     | E        |     |         |         |
| 2/2/2  | - Shorten |     |       | -        |     | 0       |         |

| ATTACKS |         |               |                                     |             |       |  |  |
|---------|---------|---------------|-------------------------------------|-------------|-------|--|--|
| TYPE    | N       | ME            |                                     | ELEMENT     | RANGE |  |  |
| Attack  | Di      | vine Statue   |                                     | None        | Long  |  |  |
| Attack  | le      | Blizzard SE   |                                     | Water       | Long  |  |  |
| Restore | Lig     | ht of Life SE |                                     | _           | -     |  |  |
| Restore | Fo      | g of Chaos S  | Ε                                   | None        | Long  |  |  |
|         |         | arming Voice  |                                     | None        |       |  |  |
| ARC     |         | KNOCK BACK    | POWER                               | EFFECT      |       |  |  |
| 0       |         | 0.5           | 1                                   | _           | -     |  |  |
| 0       | 0.5 0.3 |               | Freeze 3.0                          |             |       |  |  |
|         |         |               | Restores 70% of Target's Maximum Hi |             |       |  |  |
| 0       |         | 0.5           | 0.3                                 | Confuse 3.0 |       |  |  |

| REQU  | UIREMENTS           |      |
|-------|---------------------|------|
| LEVEL | TIMING              | 7000 |
| 25    | JACK'S FIRST MISSIO | N    |

### WILLINGNESS TO ACCEPT ORDERS

|   | ATTACK ENEMY | CURE FRIEND  | BACKUP   | BE BATT    |
|---|--------------|--------------|----------|------------|
| 3 | IMPOSSIBLE   | IMPOSSIBLE . |          | IMPOSSIBLE |
|   |              | PLAY DEAD    | GONUTS   | USEVOLTY   |
| 3 | IMPOSSIBLE   | IMPOSSIBLE   | POSSIBLE | POSSIBLE   |

SKALL

\* \* 0 0

THOUGHT PROCESS 8RAVE > 8RAVE > 8RAVE

# DIRECTIONS

Talk to Anastasia In "Anastasia's Room" between the 14:15 and 21:00. Talk to Lulu to learn that the Key was thrown away.

Talk to Zeranium to learn that he sold it to Thyme.

Locate Thyme in the Faid General Store between 7:10 and 16:55.

Purchase the Key from him for 10,000 Dagols.

@ Return the Key to Anastasia

| ME    | LOCATION                         | TUCE  | LOCATION                         |
|-------|----------------------------------|-------|----------------------------------|
| 0:00  | Anastasia's House                | 12:00 | Yellow Town of Sun and Glory (2) |
| 1:00  | Anastasia's House                | 12:15 | Vancoor Square                   |
| 6:40  | Olacion Order Shrine (2)         | 12:45 | Path to the Sun                  |
| 7:00  | Mortal Tree Hallway              | 13:05 | Olacion Order Shrine (1)         |
| 7:20  | Anastasia's Room                 | 13:40 | Olacion Order Shrine (2)         |
| 8:00  | Mortal Tree Hallway              | 13:55 | Mortal Tree Hallway              |
| 8:20  | Olacion Order Shrine (2)         | 14:15 | Anastasia's Room                 |
| 8:35  | Olacion Order Shrine (1)         | 18:25 | Treasury                         |
| 9:10  | Path to the Sun                  | 20:00 | Anastasia's Room                 |
| 9:30  | Vancoor Square                   | 21:20 | Mortal Tree Hallway              |
| 10:00 | Yellow Town of Sun and Glory (2) | 21:40 | Olacion Order Shrine (2)         |
| 10:15 | San Patty Accessories            | 22:00 | Anastasia's House                |

\*\*\* | \*\*\* | Xxx

Anastasia's schedule changes during the recruitment process and time that you have to recruit her. Instead of entering the Treasury, Anastasia remains in her room from 14:15 to 21:20. After returning the key to her, kick the statue in her room to open a secret passage into the Treasury.







# ARDOPH

He showed up suddenly at the Vareth Magic Institute and soon became an assistant professor. No one knows much about his past, but he is in fact of the same race as Nyx. He has no conscience and feels no compunction about betraying or lying to others. He is a self-centered man who thinks only of his own career

THO

EXP DAGOL DROP ENCOUNTER

### CHARACTER DATA

### 



GRADE! A

| - | WILLINGNI                | ESS TO ACCI | EPT ORDE | RS  |
|---|--------------------------|-------------|----------|-----|
| - | ATTACK ENEMY<br>POSSIBLE | CURE FRIEND | POSSIBLE | POS |
|   | BACK AWAY                | PLAY DEAD   | CONUTS   | Us  |

| OSSI8LE | POSSIBLE          | POS          | SIBLE   | CANTE   |
|---------|-------------------|--------------|---------|---------|
| TTAC    | KS<br>NAME        |              | ELEMENT | RA      |
| Attack  | Demon             | Spirit       | None    | - NA    |
| 0       | KNOCK BACK<br>0.5 | POWER<br>1.8 | EFFECT  | urse 1. |

| manuschen         |             | - | OFFICE | 100 | 1.0 | - |
|-------------------|-------------|---|--------|-----|-----|---|
| UGHT PROCESS      | SKTTO       | _ |        | _   |     |   |
| E > BRAVE > TIMID | STATUS CURI | * | ☆      | ☆   | 台   | 公 |
|                   |             |   |        |     |     |   |

### RELATIONSHIP CHART Provides hints on how to bring the dead back to life ARDOP Doesn't think much of him Sees him as a rival BATT USEVOLTY REQUIREMENTS

LEVEL TUMING SUB MISSION

Recruits

DIRECTIONS

Talk to him

### THE COMPANDAGE OF THE COMPANDA

| 107 | WIND IN |                                   |       | SOM |         |                                   | SIFIC                                   | THE COLUMN  |
|-----|---------|-----------------------------------|-------|---|---------|-----------------------------------|---|--|
| 150 | ILME    | DOCATION                          | FIRMS | LOCATION                                | STOME . | DOGATION                          | 50003                                   | LOCATION   |
|     |         | Moon Tower Laboratory             | 2:50  | Blue Town of Water and Wisdom (1)       | 8:55    | Cache Apartments 1st Floor        | 11:55                                   | Moon Tower Interior  |
| J.L | 0:45    | Moon Tower Interior               | 3:05  | Cache Apartments 1st Floor              | 9:10    | Blue Town of Water and Wisdom (1) | 12:40                                   | Moon Tower Research Lab (3)  |
| L   |         | Moon Tower                        | 3:15  | Cache Apartments 2nd Floor              | 9:30    | Blue Town of Water and Wisdom (2) | 16:10                                   | Moon Tower Interior  |
| 1   |         | Cafeteria                         | 3:30  | Ardoph's Apartment                      | 10:00   | Vareth Magic Institute            | 16:20                                   | Moon Tower Laboratory  |
| L   | 1:50    | Vareth Magic Institute            | 4:00  | Ardoph's Apartment                      | 10:15   | Cafeteria                         | *************************************** | Control of the contro |
| ΛL  | 2:00    | Blue Town of Water and Wisdom (2) | 8:50  | Cache Apartments 2nd Floor              | 11:45   | Moon Tower                        |   |  |



food becomes even more intense when he has competition.



### CHARACTER DATA

### 



THOUGHT PROCESS

BRAVE > BRAVE > 8RAVE

| ı | RES   | STA | NCE | S   |     |      |
|---|-------|-----|-----|-----|-----|------|
|   | P07   | PAR | BLD | B   | ND  | FRZ  |
|   | * TOP | CON | 600 |     | *   | ×    |
|   | DLE   | *   | 3   |     | ×   | *    |
|   | CV-   | AP. | ATR | DEF | EVA | 1.CK |
|   | 9     | 310 | 53  | 65  | 21  | 33   |

755 92 106 4 1503 154 172 75 2230 215 237 14 MAX 2929 275 300 18

PREVENT PDISON ★ ★ ☆ ☆

SKITTO

EXP DAGOL DROP

| I | WILLINGNE                | ESS TO ACCI | EPT ORDE           | RS                  |
|---|--------------------------|-------------|--------------------|---------------------|
| ł | ATTACK ENEMY<br>POSSIBLE | CURE FRIEND | BACKUP<br>POSSIBLE | BE BATT<br>POSSIBLE |
| ı | BACK AWAY                | PLAY DEAD   | CONUTS             | USEVOLTY            |

ENCOUNTER

| Î | ×   | ı | POSSIBLE |      | POSSIBLE  | F     | OSSI8LE      | CAN'T ENA        |
|---|-----|---|----------|------|-----------|-------|--------------|------------------|
| 3 | 33  |   | ATTAC    |      | -         |       |              |                  |
| 3 | 58  | Ш | TYPE     | NAM  |           |       | ELEMENT      |                  |
| 5 | 97  | ı | -        | -    | g Pan Bas | h     | None         | Sh               |
| 0 | 137 | ı | Restore  |      |           |       |              | -                |
| 3 | 174 | ı | ARC 50   | - 13 | OCK BACK  | POWER | EffECU       |                  |
|   | 0   | ı | 30       | -    | 0.0       | -     |              |                  |
|   |     | ı |          |      |           |       | Hestores 309 | 6 of Astor's Max |
|   |     |   |          |      |           |       |              |                  |

REQUIREMENTS LEVEL TIMING DIRECTIONS Talk to him.

You can talk to Astor across the kitchen counter when he is cooking

|       | LOCATION                          | TUCE  | LOCATION                          | TIME  | LOCATION               |
|-------|-----------------------------------|-------|-----------------------------------|-------|------------------------|
| 0:00  | Kitchen                           | 11:45 | Radiata Castle 1st Floor Hall (3) | 14:50 | Kitchen                |
|       | Banquet Hall                      | 12:10 | Radiata Castle 2nd Floor Hall (1) | 15:00 | Banquet Hall           |
| 11:00 | Heads into the Kitchen            |       | Men's Toilet                      | 20:00 | Heads into the Kitchen |
| 11:10 | Kitchen                           | 13:45 | Radiata Castle 2nd Floor Hall (1) | 20:10 | Kitchen                |
| 11:15 | Kitchen                           | 14:05 | Radiata Castle 1st Floor Hall (3) |       |                        |
| 11:20 | Radiata Castle 2nd Floor Hall (3) | 14:30 | Radiata Castle 2nd Floor Hall (3) |       |                        |

Bligh is an old farmer who is a burden on everyone. He is a real performer and very good at manipulating others—something he has been doing for the past forty years. He lives a good life but always manages to find something to Complain about, in order to win sympathy from others.

EXP DAGOL DROP

ENCOUNTER

### CHARACTER DATA

Element None

THOUGHT PROCESS

BRAVE > TIMID > TIMID

Farmer's Hoe Element Farming Clothes

RESISTANCES POT PAR BLD BND FRZ x x x x CON CUR PET DITH × 30 × ×

WILLINGNESS TO ACCEPT ORDERS ATTACKENEMY CURE FRYEND BACKUP BE BATT POSSIBLE BACK AWAY PLAY DEAD GONUTS USEVOLTY CAN'T ENACT

DV HP ATK DEF EVA DCK 149 55 58 20 66 399 91 86 35 101 791 148 129 59 157 75 | 1183 | 206 | 173 | 83 | 212 MAX 1559 261 215 107 266 GRADE E 0 GMM.

ATTACKS TYPE NAME ELEMENT Attack Downward Swing None Long Attack Horizontal Swing Long Restore Rice Ball
ARC KNOCK RACK POWER EFFECT 40 120 Restores 30% of Bligh's Maximum HF

WATER DEFENSE | \* CONTENTAL

| A.22.2.4.2 |                   |       | a la |
|------------|-------------------|-------|--|
| 0:00       | Bligh's Residence | 15:30 | Nuevo Village                            |
| 6:30       | Nuevo Village     | 18:00 | Bligh's Residence                        |
| 6:40       | Tills the fields  | 22:00 | Bligh's Residence                        |

RELATIONSHIP CHAR

Gave him a pipe

Steals the pipe

REQUIREMENTS MEVEL FUMING

AN ECCENTRIC VISITOR

Will never forgive him

### DIRECTIONS

- Talk to Bligh in Nuevo Village to find out that the goblins have stolen his pipe
- Talk to Brie in the Dorse Region (6). Fight him and win to find out where he tossed the pipe.
- Collect the pipe from among the rubble in Shangri La (4).
- Return the pipe to Bligh



BRAN NO AFFILIATION

Bran is a mad farmer who treasures plants more than humans, and would willingly die for the sake of his produce. He always does his own thing without consideration for others around him. Lately, he has started to get into hunting, thanks to Garcia's influence.

EXP DAGOL DROP

ENCOUNTER



Always gets in trouble An impatient our

### **CHARACTER DATA**

### 

Farmer's Hoe Element None

RESISTANCES POT PAR BLD BND FRZ x x x x CON CUR PET x x x × × W AP ATR DEF EVA LCK

121 49 46 24 31 541 93 79 61 60

1095 151 122 110 99 1648 209 166 159 138 MAX 2180 265 208 206 175 GRADE E O E C D

WILLINGNESS TO ACCEPT ORDERS ATTACK ENEMY CURE FRIEND BACKUP BE BATT POSSIBLE POSSIBLE BACK AWAY PLAY DEAD GONUTS USEVOLTY POSSIBLE CAN'T ENACT

ATTACKS TYPE NAME ELEMENT RANGE Attack Downward Swing None Long Attack Horizontal Swing None Long Restore Rice Ball EFFECT 40 120 05

Restores 30% of Bran's Maximum HF

Farming Clothes Element None Luck Bracelet

Reference [PgXX]

THOUGHT PROCESS BRAVE > TIMIO > TIMID

STRENGTH PLUS \* 台 台 台 

0:00 Bran's Home 10.55 Searches for prey 2:00 Bran's Home 16:20 Returns from hunting 7:25 | Septem Region (2) 22:15 Bran's Home Goes hunting

25

50

REQUIREMENTS LEVEL TIMING FRIENO TUTORIAL

### DIRECTIONS

Talk to Garcia in the Septem Region (2) between 7:15 and 10:00 or 17:25 or 22:00. He tells you that his two friends have gone missing

Save Bran and Wal from an Iceburg

in Septem Cave (2) Talk with Bran outside his house in Septem Region (2).

Be wary of the Iceburg's ability to freeze its opponents.



Bruce is a high-ranking warrior of Theater Vancoor. He studied medicine in the priest guild but was later invited to the warrior guild because of his medical knowledge. He has the basic skills of a warrior, but would rather star in the infirmary and treat patients. He was born to be a doctor

DAGOL DROP ENCOUNTER INVINCIBILITY MED

SA CARLO DE LA CARLO DE CARLO



THOUGHT PROCESS TIMID > TIMID > TIMID

CHARACTER DATA

| RESISTANCES |     |        |       |     |  |  |  |
|-------------|-----|--------|-------|-----|--|--|--|
| P07         | PAR | BLD    | BND   | FRZ |  |  |  |
| *           | ×   | ×      | ×     | ×   |  |  |  |
| SL Z        | CON | CUR    | HE W  | DTH |  |  |  |
| -           | 1   |        |       |     |  |  |  |
| LV          |     | ATK DE | : EVF | LCK |  |  |  |

| 17  | CON  | CUI | CUR P |     | DTH" |   |
|-----|------|-----|-------|-----|------|---|
| ×   | ×    |     | ×     |     | ×    |   |
| V   | CP.  | ATK | DEF   | EVA | LCK  |   |
| 9   | 168  | 60  | 62    | 40  | 34   | ١ |
| 25  | 574  | 93  | 112   | 77  | 64   |   |
| 50  | 1210 | 146 | 191   | 135 | 113  |   |
| 75  | 1845 | 198 | 271   | 193 | 161  |   |
| MAX | 2455 | 248 | 347   | 249 | 208  |   |

GRADE O E B B C

|   |   | The second of the Parish of th | See O | _ | - | - | _ |
|---|---|--|-------|---|---|---|---|
|   |   | STOO   |       |   |   |   |   |
| - | п | OKILL  | -     |   | - |   |   |
|   | ш | PREVENT BLINO  | *     | 4 | 4 | 4 | ŀ |
|   |   |  |       |   |   |   |   |

| T. 14  |        | ma | ACCEPT | ADDEDE |
|--------|--------|----|--------|--------|
| ATEU E | NCNESS | 30 | ACCEPT | OKDEKS |
|        |        |    |        |        |

| WILLINGINESS TO THE STATE OF |  |           |             |  |  |  |  |  |
|------------------------------|--|-----------|-------------|--|--|--|--|--|
| ATTACK ENEMY                 | CURE FRIEND  | BACKUP    | BE BATT     |  |  |  |  |  |
|                              | CAN'T ENACT  | POSSIBLE  | POSSIBLE    |  |  |  |  |  |
| BACK AWAY                    | PLAY DEAD  | GONUTS    | USEVOLTY    |  |  |  |  |  |
| POSSIBLE                     |  | POSSIBLE  | CAN'T ENACT |  |  |  |  |  |
| COOLDEL                      | OSSIDEE  | I OSSIDLE | CAN I ENACI |  |  |  |  |  |
| BOXESTALLIAN CONTRACTOR      | Annual Contract of the Contrac | A         |             |  |  |  |  |  |

| ATTACI | KS .       |           |         |       |  |
|--------|------------|-----------|---------|-------|--|
| TUPE   | NAME       |           | ELEMENT | RANGE |  |
| Attack | Tree Cho   |           | None    | Short |  |
| Attack | Downwai    | rd Thrust | None    | Short |  |
| Cure   | 3 Cure Sta | tus       |         |       |  |
| ARC    |            |           | EFFECT  |       |  |
| 90     | 0.5        | 0.8       | -       |       |  |
| 40     | 0.5        | 1         | ****    |       |  |

Cures all of target's status ailments

Worries about

Is often taken

care of by him

Recruits

RELATIONSHIP CHART

Proud to have him

as his son

You're so cool, Dad!

REQUIREMENTS LEVEL TUNING FRIEND TUTORIAL

someone and intentionally loose!

DIRECTIONS

1 Talk to him with less than 50% HP. An easy way to drop your HP is to duel

|                                       |       |                                    |       | DOCATAGOR                 |
|---------------------------------------|-------|------------------------------------|-------|---------------------------|
| 0:00 Bruce's Residence                | 5:45  | Theater Vancoor Basement 1st Floor | 19:40 | Theater Vancoor 2nd Floor |
| 4:15 Path of Swords and Wisdom        | 5:55  | Infirmary                          |       | Path of Swords and Wisdom |
| 4:50 Yellow Town of Sun and Glory (1) | 19:15 | Theater Vancoor Basement 1st Floor | 20:45 | Bruce's Residence         |
| 5.05 Theater Vancoor 1st Floor        | 19:25 | Theater Vancoor 1st Floor          | 23:00 | Bruce's Residence         |





Butch has been a friend with his fellow worker Golye ever since losing to him at arm wrestling. He looks up to Golye as an older brother. He works for JFT, the weapon manufacturing company. Serious yet incompetent, he always wears a scowl and mumbles to himself. His fellow workers don't really like him

DAGOL DROP

ENCOUNTER

### CHARACTER DATA

### a de la compansión de l

RESISTANCES Work Clothes Element None POT PAR BLD BND FRZ × × CON CUR PET DTH

| 1 | ×     | *    | ,   |     | ×    | ×   |
|---|-------|------|-----|-----|------|-----|
|   | CV-   | AP-  | ATK | DEF | EVA. | DCR |
|   | 3     | 220  | 42  | 40  | 15   | 17  |
|   | 25    | 865  | 112 | 93  | 42   | 44  |
|   | 50    | 1598 | 192 | 153 | 72   | 76  |
|   | 75    | 2331 | 272 | 214 | 103  | 107 |
|   | MAX   | 3034 | 349 | 272 | 132  | 137 |
|   | GRADE | B    | B   | n   | F    | F   |

| THOUGHT PROCESS       |
|-----------------------|
| BRAVE > BRAVE > BRAVE |
|                       |

SKILL PREVENT CURSE ★ ☆ ☆ ☆

### WILLINGNESS TO ACCEPT ORDERS

ATTACKENEMY CURE FRIEND BACKUP BE BATT CAN'T ENACT BACK AWAY PLAYDEAD CONUTS USEVOLTY OSSIBLE CAN'T ENACT

ATTACKS

| YPE               |       | ME         |           | ELEMENT | RANGE |  |
|-------------------|-------|------------|-----------|---------|-------|--|
| Attack            | Punch |            |           | None    | Short |  |
| Attack Hip Attack |       |            | None Shor |         |       |  |
| RC                |       | KNOCK BACK | POWER     | EFFECT  |       |  |
| 40                |       | 1          | 1         |         |       |  |
| 60                |       | 1          | 1.2       |         |       |  |

RELATIONSHIP CHART Like an older Like a vound STARTIS

REQUIREMENTS LEVEL TUMING FRIEND TUTORIAL

DIRECTIONS

Talk to Butch with Golye in your

| INE LOCATION                      | 11:05 Black Town of Night and Lust | STOR DOGGTON                       |
|-----------------------------------|------------------------------------|------------------------------------|
| 0:00 Butch's Residence            | 11:05 Black Town of Night and Lust | 21:10   Beast Pit (2)              |
| 3:20 Black Town of Night and Lust | 16:20 Beast Pit (2)                | 21:30 Black Town of Night and Lust |
| 8:40 Faid General Store           | 18:10 Beast Pit (1)                | 22:15 Butch's Residence            |

## CHEATER VANCOOR

Caesar is a sergeant of Theater Vancoor. Known as Caesar the Immortal, he is a wise leader. He has taken on many impossible tasks and come back alive, although the rest of his squad is never that lucky. He grieves over the loss of his men daily. For that reason, he has a strong sense of responsibility toward his subordinates. He is also the leader of the Quarto Squad

DAGOL DROP

ENCOUNTER 

### CHARACTER DATA Bloody Grip Element

🏿 Samurai Armor Element

| ı | RES | ISTAN | CES   |          |      |
|---|-----|-------|-------|----------|------|
| ı | POT | PAR   | BLD   | BND      | FRZ  |
| ı | RIZ | CON   | AND - | X<br>DET | DITA |
| I | ×   | ×     | *     | ×        | ×    |
| ı | DV  | AP A  | TK DE | P EVA    | DO3  |

1508 223 197 78 255

75 | 2489 | 302 | 293 | 132 | 255 MAX 3430 377 386 184 255

959 180 143 48

50

GRADE B

| WILLINGNESS TO       | ACCEPT ORDERS |
|----------------------|---------------|
| ATTACK ENEMY CURE FR | ZIEND BACKUP  |

| ATTACK ENEMY | CURE ERTEND | BACKUP | BE BAIT     |
|--------------|-------------|--------|-------------|
|              |             |        | POSSIBLE    |
| BACK AWAY    | PLAY DEAD   | CONUTS | USEVOLTY    |
| POSSIBLE     | POSSIBLE    |        | CAN'T ENACT |

### THOUGHT PROCESS BRAVE > BRAVE > PASSIVE

COMPLETE DEFENSE | \* | \* | \phi

| TYPE                | NAME         |      | ELEMENT | RANGE  | ARC | KNOCK BACK | POWER | EFFECT                |
|---------------------|--------------|------|---------|--------|-----|------------|-------|-----------------------|
|                     | Upward Slash | 0    | None    | Medium | 40  | 1          | 1     | Knocks Upward         |
| Attack Demon Buster | 0            | None | Medium  | 40     | 0.4 | 0.4        | _     |                       |
|                     |              | 0    | None    | Medium | 40  | 0.5        | 0.5   | Curse 0.9             |
|                     |              | 0    | None    | Medium | 40  | 0.5        | 0.5   | _                     |
|                     |              | 0    | None    | Medium | 40  | 0.6        | 0.5   | Curse 1.0. Knock Back |

be let him die

RELATIONSHIP CHART

Respects him greatly

GARETH

A trusted assistant

Prepared to give

his life for his souad &

A superior who's practically his friend

Acknowledges

his skill

THANOS

### REQUIREMENTS DEVEL TUMING

31 AN ECCENTRIC VISITOR

### DIRECTIONS

Go to the fountain in Vancoor Square between 18:05 and 23:20 with Gareth and Aldo in your party.

Talk to Caesar.

### 

| TUCE | LOCATION<br>Caesar's House | TUUE | LOCATION                         | TUCIS | LOCATION<br>Theater Vancoor 2nd Floor | THE STATE | Yellow Town of Sun and Glory (2) |
|------|----------------------------|------|----------------------------------|-------|---------------------------------------|-----------|----------------------------------|
|      |                            | 5:30 | Path to the Sun                  | 7:20  | Theater Vancoor 2nd Floor             | 17:40     | Yellow Town of Sun and Glory (2) |
| 2:05 | Path to the Sun            | 5:50 | Vancoor Square                   | 7:30  | The Quarto Squad Locker Room          |           | Vancoor Square                   |
| 2:15 | Olacion Order Shrine (1)   | 6:30 | Yellow Town of Sun and Glory (2) | 16:55 | Theater Vancoor 2nd Floor             | 23:35     | Path to the Sun                  |
| 2:45 | Olacion Order Chapel       | 6:35 | Yellow Town of Sun and Glory (1) | 17:05 | Theater Vancoor 1st Floor             | 23:50     | Caesar's House                   |
| 5:00 | Olacion Order Shrine (1)   | 6:45 | Theater Vancoor 1st Floor        | 17:30 | Yellow Town of Sun and Glory (1)      | 1         |                                  |

### ARLOS

RESISTANCES

CON CUR

POT PAR BLD BND FRZ

× × ×

LV HP ATK DEF EVA LCK

694 96 94 56

 50
 1353
 159
 145
 102
 98

 75
 2013
 222
 196
 148
 136

141 44 52 18 28

×

PET DTH



### THEATER VANCOOR

Carlos is a warrior of Theater Vancoor. He is a backup soldier who manages the cells in the basement. He isn't very skilled or smart, and no one likes how much he complains about work. He likes places that are dark and dam another reason why people keep their distance.

| 9 | -   |      |                   | A.A.      |
|---|-----|------|-------------------|-----------|
|   | EXP | DAGO | DROP              | ENCOUNTER |
| Ę | 30  | 87   | DROP<br>FLEE BALL | CARLOS    |

### RELATIONSHIP CHART





### CHARACTER DATA

### <u>නෙවන්වෙන්වෙන්වෙන්වෙන්වෙන්වෙන්වෙන්</u>



Element None

Divine Earring Reference [pq288]

THOUGHT PROCESS TIMID > TIMID > BRAVE

MAX 2646 283 245 192 173 SKILL PREVENT BLIND ★ ☆ ☆ ☆

### WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY CURE FRIEND BACKUP BE BATT BACK AWAY CONUTS PLAY DEAD USE VOLTY

| ATTACK | 79           |       |         |  |  |  |
|--------|--------------|-------|---------|--|--|--|
| TYPE   | NAME         |       | ELEMENT | RANGE  |  |  |
| Attack | Sweep Th     | hrust | None    | Medium   |  |  |
| Attack | 2 Vertical S | lash  | None    | Medium   |  |  |
| ARC    | KNOCK BACK   | POWER | EFFECT  |  |  |  |
| 200    | 1            | 0.8   |         | and the same of th |  |  |
| 40     | 0.5          | 1.2   |         | _  |  |  |

REQUIREMENTS DEVEL STANTAGE FRIEND TUTORIAL

### DIRECTIONS

Talk to him and hear how he lost his

Contact Lens. Find his Contact Lens in Path of the

Return the Contact Lens to Carlos.



\*\*\*\* ARLOS (CONT.) 

| OCEA  | The Laborator                      | 100   | Chonononon                       | CAN   | THO PROPRIORIES                  | 2010   | THE MEDICINE TO THE                |
|-------|------------------------------------|-------|----------------------------------|-------|----------------------------------|--|------------------------------------|
| THE   | Cell                               | 12:00 | DOGATION                         | THAT  | DOGATITON                        | THE  | DOGATION                           |
|       | Cell                               |       | Theater Vancoor 1st Floor        |       |                                  | 20:20  | Theater Vancoor 1st Floor          |
| 7:30  |                                    |       | Yellow Town of Sun and Glory (1) |       | Theater Vancoor 1st Floor        | 20:40  | Theater Vancoor Basement 1st Floor |
| 7:45  | Theater Vancoor Basement 1st Floor | 12:30 | Yellow Town of Sun and Glory (2) | 18:10 | Yellow Town of Sun and Glory (1) | 20:55  | Theater Vancoor Basement 2nd Roor  |
| 8:00  | Theater Vancoor 1st Floor          | 12:35 | Begin Eatery                     | 18:25 | The Survivor Armory              | 21:05  | Cell                               |
| 11:15 | Toilet                             | 15:15 | Yellow Town of Sun and Glory (2) | 20:05 | Yellow Town of Sun and Glory (1) |  |                                    |
|       |                                    |       |                                  |       |                                  | AND DESCRIPTION OF THE PARTY OF |                                    |



### VARETH MAGIC INSTITUTE

Cecil is the son of Lord Henryde, a famous analyst of ancient texts. He suffers from comparisons with his father, but hard work has made him vice president of Vareth. He speaks in a soft and polite manner but there is a roughness behind the words, and he tends to smile warmly while making unreasonable demands.

EXP DAGOL DROP ENCOUNTER

RELATIONSHIP CHART

modern magi

of his eye

him about

earnest person

Recruits

CHARACTER DATA



Great Mage Robe Element None

THOUGHT PROCESS STANDARD > STANOARO > TIMID SKILL EARTH DEFENSE ★ ★ ☆ ☆

| 01    | PAR | BLD | BND | FRZ |
|-------|-----|-----|-----|-----|
| 0     |     |     | 0   |     |
| LZ == | CON | CUR | PET | DTH |
| 0     | 0   | 0   | 0   | 0   |

RESISTANCES

| BLZ - | CON  | CUR | P    | 37  | DTH |
|-------|------|-----|------|-----|-----|
| 0     | 0    | 0   |      | 0   | 0   |
| 00    | ŒP-  | ATA | DEF" | EVA | LCK |
| _     | _    |     | _    | _   | -   |
| 0     | 906  | 181 | 132  | 148 | 27  |
| 50    | 1258 | 206 | 164  | 161 | 34  |
| 75    | 2141 | 269 | 244  | 193 | 51  |
| MAX   | 2987 | 331 | 321  | 224 | 68  |
| GRADE | C    | В   | В    | C   | E   |

### WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY CURE FRIEND BACKUP BE BATT BACK AWAY PLAY DEAD CONUTS USEVOLTY

ATTACKS

ELEMENT RANGE TYPE NAME Attack Megaton Quake EFFECT KNOCK BACK POWER

REQUIREMENTS LEVEL TIMING

DIRECTIONS

 Assist Aidan in reaching level 32. Talk to Cecil with Aidan in your party

| 0:00 | Cecil's Residence                 | 2:25 | President's OfficeMoon Tower  | 5:25  | η |
|------|-----------------------------------|------|-------------------------------|-------|---|
| 1:15 | Path of Insanity and Fanaticism   | 2:30 | President's Office            | 11:20 | T |
| 1:25 | Blue Town of Water and Wisdom (2) | 4:35 | President's Office-Moon Tower | 11:40 | T |
| 1:55 | Vareth Magic Institute            | 4:45 | Moon Tower                    | 12:40 | T |
| 2:10 | Cafeteria                         | 4:55 | Cafeteria                     | 12:55 | Ī |
| 2:20 | Moon Tower                        | 5:05 | Vareth Magic Institute        | 22:20 | T |

22:30 Blue flown of Water and Wisdom (2) 23:05 Path of Insanity and Fanaticism 23:15 Cecil's Residence OCATION Pareth Magic Institute 2nd Floor infirmary Vareth Magic Institute Vareth Magic Institute 2nd Floor



HARLIE



Charlie is a Royal Radiata Knight. His flamboyant speech and manner tend to put other people off. He likes cute people and strong warriors: put them together and he's in heaven. He hopes to be a strong warrior himself, someda

DAGOL DROP

POT PAR BLD BND FRZ

CON CUR PET DITH

\* · · ×

HP ATK DEF EVA LCK

189 66 86 30 43 715 110 128 56 68 1592 184 198 100 110

2469 258 268 144 152

RESISTANCES

BATHROOM

# RELATIONSHIP CHART

Uses it frequent

Thinks nothing of her

Thinks nothing

CHARACTER DATA

Kninht Saher Element None

Knight Armor Element None

| ١ | Luck Bracelet     | 10 |
|---|-------------------|----|
| 9 | Reference [pg287] | 25 |
| d | 173               | 50 |
|   |                   | 75 |
|   |                   | MA |

| ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ |  |
|--|--|
| THOUGHT PROCESS                        |  |
| RRAVE > BRAVE > BRAVE                  |  |

|             | - | - | - | - | - |
|-------------|---|---|---|---|---|
| SITTO       | - |   |   |   | _ |
| MAX HP PLUS | * | ☆ | ☆ | ☆ | ☆ |
|             |   |   | - | - | - |

3310 330 336

| WILLINGNESS T | TO | ACCEPT | ORDERS |
|---------------|----|--------|--------|
|               |    |        |        |

ENCOUNTER

ATTACK ENEMY CURE FRIEND BACKUP BE BALT. BACK AWAY GONUTS PLAY DEAD USEVOLTY POSSIBLE

ATTACKS

| TYPE       | NA  | ME                     |       | ELEMENT     | RANGE  |  |
|------------|-----|------------------------|-------|-------------|--------|--|
| Attack     | Rig | ht Slash               |       | None        | Medium |  |
| Attack     | Hip | Attack                 |       | None        | Short  |  |
| Attack     | Blo | w a Kiss<br>KNCCK BACK | -     | None        | Long   |  |
| <b>IRC</b> |     | KNOCK BACK             | POWER | EFFECT      |        |  |
| 90         |     | 1                      | 0.8   |             | _      |  |
| 60         |     | 1                      | 1     | Knock Back  |        |  |
| 0          |     | 0.5                    | 0     | Confuse 2.0 |        |  |

REQUIREMENTS LEVEL TIMING THE GUAROIANS

DIRECTIONS

A strange

Talk to him.

### HARLIE (CONT.)

| SCHEDULE STREET REPORT OF THE PROPERTY OF THE |                            |           |                                   |       |                                   |       |                                   |  |  |
|---|----------------------------|-----------|-----------------------------------|-------|-----------------------------------|-------|-----------------------------------|--|--|
| THAT  | DOCATION                   | THE STATE | DOGATION                          | THE   | DOGATION                          | 19003 | DOGATION                          |  |  |
| 0:00  | Trainee's Room (2)         | 7:10      | Training Facility                 | 13:15 | Radiata Castle 1st Floor Hall (3) | 18:40 | Radiata Castle 1st Floor Hall (2) |  |  |
| 6:15  | Radiata Castle B1 Hall (2) |           | Radiata Castle B1 Hall (6)        | 13:25 | Radiata Castle 1st Floor Hall (1) | 18:55 | Radiata Castle Small Tower        |  |  |
| 6:25  | Radiata Castle Small Tower | 12:20     | Radiata Castle B1 Hall (5)        | 13:30 | Information                       | 19:05 | Radiata Castle B1 Hall (2)        |  |  |
| 6:35  | Radiata Castle B1 Hall (4) | 12:30     | Radiata Castle B1 Hall (4)        | 17:05 | Radiata Castle 1st Floor Hall (1) | 19:10 | Trainee's Room (2                 |  |  |
| 6:50  | Radiata Castle B1 Hall (5) | 12:45     | Radiata Castle Small Tower        | 17:30 | Women's Restroom                  |       |                                   |  |  |
| 7:00  | Radiata Castle R1 Hall (6) | 13:00     | Radiata Castle 1st Floor Hall (2) | 18:30 | Radiata Castle 1st Floor Hall (3) | 1     |                                   |  |  |



Wind

CHRISTOPH VARETH MAGIC INSTITUTE

Born into a family of book lovers, he has been reading books since he can remember. At sixteen, he entered Vareth to put his knowledge to use, where he made many successful inventions. He is easygoing and amiable, but when he starts to research something, he shuts everyone out.

EXP DAGOL DROP ENCOUNTER

1578 45 HERB EXTRACT CHRISTOPH, APPRENTICE(A), LIGHT GUARDSMAN(A) X2



Difficult to

RELATIONSHIP CHART

A serious, earnest

### CHARACTER DATA Villhe Flement

Mage's Robe Element

### RESISTANCES

GRADE 0 D

| i | POI      | PAR | BLD  | BND | FRZ |
|---|----------|-----|------|-----|-----|
|   | *<br>917 | CON | WR W | PET | DTH |
|   | ×        | ×   | *    | ×   | *   |

| DV - | AP-  | ATK | DEF | EVA | LCX- |
|------|------|-----|-----|-----|------|
| 21   | 298  | 103 | 114 | 53  | 64   |
| 25   | 414  | 112 | 124 | 61  | 69   |
| 50   | 1144 | 173 | 190 | 115 | 106  |
| 75   | 1975 | 234 | 255 | 170 | 142  |
| MAX  | 2575 | 292 | 318 | 222 | 177  |

### WILLINGNESS TO ACCEPT ORDERS

| HILLIITONIA  |             |          |             |  |  |  |  |  |  |  |
|--------------|-------------|----------|-------------|--|--|--|--|--|--|--|
| ATTACK ENEMY | CURE FRIEND | BACKUP   | BE BATT     |  |  |  |  |  |  |  |
|              | CAN'T ENACT |          | POSSIBLE    |  |  |  |  |  |  |  |
| BACK AWAY    | DIAVOCAD    | CONUTS   | 00000000000 |  |  |  |  |  |  |  |
|              | PLAY DEAD   |          | USEVOLTY    |  |  |  |  |  |  |  |
| LOSSIBLE     | POSSIBLE    | POSSIBLE | CAN'T ENACT |  |  |  |  |  |  |  |

THOUGHT PROCESS PASSIVE > PASSIVE > PASSIVE

| SMI           | _ |   | - |   |
|---------------|---|---|---|---|
| PREVENT CURSE | * | ☆ | ☆ | ☆ |

# DIRECTIONS

Talk with him between 10:30 and 14:10 in the Vareth Institute's Star Tower Research Lab (2). Talk to him a couple of times or

REQUIREMENTS LEVEL TUNING 14 FRIEND TUTORIAL

until he tells you that he needs 5 Gobpakken Seeds and 5 Pointura Threads Gather the necessary materials,

and then talk to him and Jill in the same room as before. Agree to give the materials to

### ATTACKS

| TYPE   | NAME               |     | ELEMENT | RANGE  | ARC | KNOCK BACK | POWER | EFFEGT   |
|--------|--------------------|-----|---------|--|-----|------------|-------|--|
| Attack | Thunderstorm Lv. 1 | 0-0 | Wind    | Long   | 0   | 1          | 1.4   | Knock Back   |
| Attack | Thunderstorm Lv. 2 | 0-0 | Wind    | Long   | 0   | 1          | 1.5   | Knock Back   |
| Attack | Thunderstorm Lv. 3 | 0-0 | Wind    | Long   | 0   | 1          | 1.6   | Knock Back   |
|        |                    |     |         | OWNERS AND DESCRIPTION OF THE PERSON NAMED IN COLUMN TWO IS NOT THE PERSON NAMED IN COLUMN TWO IS NAMED I |     |            |       | The state of the s |

# Losing Access to Light Elf Tennitory

Gather the necessary materials before the game's split. Once you have chosen the human side of the story, you no longer have access to Fort Helencia and the Elf Region.

### CHEDULE CA CACADADADADADADADADADA 17:00 Star Tower TIME DOCATION 17:25 Star Tower Research Lab (2) Vareth Magic Institute 20:05 Cafeteria Vareth Magic Institute 20:20 20:40 Blue Town of Water and Wisdom (2)



# VARETH MAGIC INSTITUTE

The love of her life died in an accident, but in the midst of her despair she learned of a way to bring back the dead. Soon thereafter, she entered the Vareth Magic Institute and became an assistant professor. She speaks very quietly with a soft voice. Though she shows little outward emotion, she is actually very moody.

| EXP<br>684 | DAGOL<br>94 | DROP<br>HERB EXTRACT | ENCOUNTER   CLAUDIA, SUBORDINATE MAGE(A) X2, HEAVY GUARDSMAN, | A) |
|------------|-------------|----------------------|---|----|
|            |             |                      |   | 4  |



21:30 Blue Town of Water and Wisdom (1) 21:55 Cache Apartments 1st Floor Christoph's Room

15:00 Cafeteria

### LAUDIA (CONT.)

### CHARACTER DATA

### 



Flement

Power Stone

Reference

THOUGHT PROCESS

RESISTANCES POT PAR BLD BND FRZ × x x x 0

CON CUR PET DTH 329 99

AP ATK DEF EVA LCK 23 119 99 25 385 125 104 104 50 1089 200 170 175 1793 | 276 | 235 | 246 75 MAX 2468 348 298 314

GRADE 0 В SKILL STANDARD > STANDARD > STANDARD \* \* \* \* \* NINE LIVES

WILLINGNESS TO ACCEPT ORDERS

ATTACKENEMY CURE FRIEND BACKUP BEBATT BACKAWAY PLAY DEAD USEVOLTY CONUTS CAN'T ENACT

ATTACKS

TYPE NAME
Attack Energy Drain
ARC KNOCK BACK POWER ELEMENT RANGE None Long EFFECT

HP Orain, Ignore Guardin

REQUIREMENTS LEVEL TRAING

FRIENO TUTORIAL 18

DIRECTIONS

Talk to Claudia in the Vareth Magic Institute's Moon Tower Laboratory

between 17:10 and 19:00. She tells you that she needs a Blood Orc's Retrieve a Blood Orc's Horn and

give it to Claudia when in the Moon Tower Laboratory.

Laboratory and talk with Claudia on

three different occasions o will say her name and she will join your party.

Catch Claudia talking to her dead boyfriend to set things in motion.





### OLACION ORDER

Clive is a follower of the Olacion Order. Known as a prodigy in his hometown, he entered the priest guild in hopes of becoming a doctor. He was stunned when he discovered people brighter and more skilled than he. However, he is now working hard to carch up to his rivals. He is generally very laid back and does things at his own pace.

DAGOL DROP ENCOUNTER CLIVE, HEAVY GUARDSMAN(A) X3 HERB EXTRAC

RELATIONSHIP CHART

Lecture

Not cut out for cities Wants a id

### CHARACTER DATA

### 

Robe of Order Element

Elephant Crest Reference [pg288] THOUGHT PROCESS

TIMID > TIMIO > TIMIO SKILL EVASION PLUS \* 🌣

RESISTANCES POT PAR BLD BND FRZ X X × CON CUR PET DTH x x x x AP ATK DEF EVA LCK 77 30 38 17 25 626 79 95 60 | 1198 | 130 | 155 | 104 | 124 | 1770 | 181 | 214 | 149 | 175 50 75 MAX 2319 230 272 192 223 0

WILLINGNESS TO ACCEPT ORDERS ATTACK ENEMY CURE FRIEND BACKUP BE BATT BACK AWAY PLAYDEAD CONUTS USEVOLTY CAN'T ENACT

ATTACKS TYPE NAME ELEMENT RANGE Attack Poison Gas None Restore Recovery Ray SE EFFECT Poison 1.0 Restores 40% of Target's Maxim

REQUIREMENTS

DEVEL TUMING FRIEND TUTORIAL

DIRECTIONS

O Joins automatically

Clive is the first of many to join your list

CULTURE A PARACYACIA CONTROL O PARACYACIA CONTROL DA PARACYACIA CON

| STAIRTH | William Control of the Control of th | YOUR  | (a) Charles Ch | MOLLA ( | a la |
|---------|--|-------|--|---------|--|
| THE     | LOGATION   | THORS | DOGATION   | 150003  | ROGATION                                 |
| 0:00    | Clive's Home   | 10:20 | Olacion Order Shrine (1)   | 14:10   | White Town of Stars and Faith            |
| 7:10    | Path of Insanity and Fanaticism  | 11:05 | Castle Gate  | 18:15   | Path of Swords and Wisdom                |
| 7:25    | White Town of Stars and Faith  | 11:20 | Information  | 21:30   | White Town of Stars and Faith            |
| 8:15    | Olacion Order Shrine (1)   | 13:10 | Castle Gate  | 22:10   | Path of Insanity and Fanaticism          |
| 8:25    | Olacion Order Chapel   | 13:30 | Olacion Order Shrine (1)   | 22:25   | Clive's Home                             |

Recruits

# THEATER VANCOOF

Conrad is the only son of Lyle, president of the JFT Co. JFT is the exclusive supplier of arms to the Radiata Knights. Conrad has problems understanding the poor-but he can't help it, as he was spoiled his entire life. His father made him enter Theater Vancoor. He is a member of Walter's Squad, and spends most of his time trying to avoid work as much as possible.

EXP DAGOL DROP ENCOUNTER





| RES                   | RESISTANCES |     |     |           |  |  |  |  |  |  |
|-----------------------|-------------|-----|-----|-----------|--|--|--|--|--|--|
| POI                   | PAR         | BLD | BND | FRZ       |  |  |  |  |  |  |
| ×                     | ×           | ×   | ×   | •         |  |  |  |  |  |  |
| XI X                  | CON X       | CUR | X   | William X |  |  |  |  |  |  |
| NV AD ATTROFF EVA NAS |             |     |     |           |  |  |  |  |  |  |

| ×     | ×    | ×   |     | ×   | ×   |  |
|-------|------|-----|-----|-----|-----|--|
| LV    | AP-  | ATK | DEF | EVA | DCK |  |
| 7     | 187  | 54  | 49  | 39  | 46  |  |
| 25    | 676  | 100 | 94  | 65  | 82  |  |
| 50    | 1355 | 164 | 156 | 101 | 132 |  |
| 75    | 2034 | 228 | 219 | 138 | 183 |  |
| MAX   | 2687 | 290 | 279 | 173 | 232 |  |
| GRADE | C    | D   | 0   | 0   | В   |  |

| <br>SXTO   | _ |   |  | _ |
|------------|---|---|--|---|
| NINE LIVES | * | ☆ |  |   |

### WILLINGNESS TO ACCEPT ORDERS

| ATTACK ENEMY | CURE FRIEND | BACKUP | BEBATT      |
|--------------|-------------|--------|-------------|
| POSSIBLE     | CAN'T ENACT |        | POSSIBLE    |
| BACK AWAY    | PLAY DEAD   | GONUTS | USEVOLTY    |
| POSSIBLE     | POSSIBLE    |        | CAN'T ENACT |

| ATTACK | 0                         |       |         |        |
|--------|---------------------------|-------|---------|--------|
|        | NAME                      |       | ELEMENT | RANGE  |
| Attack | 1 Sweep Th                | rust  | None    | Medium |
| Attack | 2 Radial Sw<br>KNOCK BACK |       | None    | Medium |
| ARC    | KNOCK BACK                | POWER | EFFECT  |        |
| 200    | 1                         | 0.9   | 1       |        |
| 200    | 1 12                      | 11    | 1       |        |

# RELATIONSHIP CHART Fears for his future Nonchala subordinate

REQUIREMENTS LEVEL TUMING 2 LINK TUTORIAL

### DIRECTIONS

Talk to Conrad

Conrad gives you 1000 Dagols when you recruit him.

THOUGHT PROCESS PASSIVE > TIMID > TIMID

|   | SCHEDULE TO SAID AND SAID SAID SAID SAID SAID SAID SAID SAI |                                    |       |                                    |       |                                  |  |  |  |  |
|---|---|------------------------------------|-------|------------------------------------|-------|----------------------------------|--|--|--|--|
| i | TIME  | LOCATION                           | TIME  | LOCATION                           | TIME  | LOCATION J                       |  |  |  |  |
|   |   | Conrad's Residence                 |       | The Quintom Squad Locker Room      |       | Begin Eatery                     |  |  |  |  |
|   |   | Lyle's Mansion                     | 12:10 | Theater Vancoor Basement 1st Floor | 16:25 | Yellow Town of Sun and Glory (2) |  |  |  |  |
|   |   | Vancoor Square                     | 12:25 | Theater Vancoor 1st Floor          | 16:35 | Vancoor Square                   |  |  |  |  |
|   |   | Yellow Town of Sun and Glory (2)   |       |                                    |       | Lyle's Mansion                   |  |  |  |  |
|   |   | Yellow Town of Sun and Glory (1)   |       | Yellow Town of Sun and Glory (2)   | 19:00 | Conrad's Residence               |  |  |  |  |
|   |   | Theater Vancoor 1st Floor          | 13:05 | Begin Eatery                       | 22:00 | Conrad's Residence               |  |  |  |  |
|   | 8:55  | Theater Vancoor Basement 1st Floor | 13:20 | Begin Eatery 2nd Floor             |       |                                  |  |  |  |  |



### ORNELIA & RACHEL VARETH MAGIC INSTITUTE

Cornelia is a girl with a great talent for magic. Born in a farming town far from Radiata, she entered Vareth at the age of twelve. Ray and Cecil immediately noticed her potential. However, she lacks the control needed to perform great magic. She is very curious and precocious. Each night, she transforms into an adult and sings the night away.

DROP ENCOUNTER

[HERB EXTRACT | CORNELIA OR RACHEL APPRENTICEIA) LIGI

### CHARACTER DATA



Magical Dress Element

| _     | -           | _  |
|-------|-------------|----|
|       |             |    |
| Same. | Magical Dre | SS |
|       | Element     | ð  |
|       |             | -  |



| THOUG   | HT PRO  | CESS  |
|---------|---------|-------|
| BRAVE > | BRAVE > | TIMIO |

SKTLL PREVENT

### RESISTANCES POT PAR BLD BND FRZ x x x x x

| LZ=  | CON  | CUR | :=P | 1          | DTH= |  |
|------|------|-----|-----|------------|------|--|
| ×    | ×    | 1   |     | ×          | •    |  |
| γ    | AP-  | ATR | DEF | <b>EVA</b> | DOX  |  |
| 10   | 155  | 69  | 55  | 47         | 3    |  |
| 25   | 466  | 111 | 98  | 89         | 13   |  |
| 50   | 984  | 182 | 171 | 160        | 32   |  |
| 75   | 1503 | 253 | 244 | 231        | 50   |  |
| MANA | 2001 | 222 | 214 | 200        | 67   |  |

| FREEZE |  | ŵ | ☆ | <b>⇔</b> | 쇼 |  |  |  |
|--------|--|---|---|----------|---|--|--|--|

### WILLINGNESS TO ACCEPT ORDERS

|             |                       | The same of                          |
|-------------|-----------------------|--------------------------------------|
| CURE FREEND | BACKUP                | BE BATT                              |
|             |                       | POSSIBLE                             |
| PLAYDEAD    | CONDITS               | USEVOLTY                             |
|             |                       | CAN'T ENACT                          |
|             | CAN'T ENACT PLAY DEAD | CAN'T ENACT POSSIBLE PLAYDEAD GONUTS |

| - | ATTAC  |    |           |       |     |     |         |        |
|---|--------|----|-----------|-------|-----|-----|---------|--------|
|   | TYPE   | NA | ME        |       |     |     | ELEMENT | RANGE  |
| - | Attack | Ba | rrier Tor | nado  | ì   | 0-0 | Wind    | Short  |
|   | ARC    |    | KNOCK BA  | ACK I | POW | ER  | EFFECT  |        |
|   | 360    | -1 | 1.3       |       |     | 1.4 | Knoo    | k Back |

RACHEL

RELATIONSHIP CHART

Told her to go

to school

RAY C. ROSS

Is aware of

her potential

Her bodyguards

# REQUIREMENTS

The source of

LEVEL TUMING FRIENO TUTORIAL

### DIRECTIONS

Watch Cornelia transform into Rachel at 19:05 in the Town of Night and Lust.

Watch Cornelia's transformation, and then recruit her using blackmail.

## ORNELIA & RACHEL (CONT.)

SCHEDURE CONTROL DE LA CONTROL TIME LOCATION 14:20 Black Town of Night and Lust 15:15 Beast Pit (2-1-4-3) TIME LOCATION THE LOCATION Black Town of Night and Lus Path to the Beast Pit 15:50 Alkaico General Store Beast Pit (3-4-1-2) 17:40 Residence Red Lotus Metropolis Party Room 13:15 13:30 Vareth Magic Institute Blue Town of Water and Wisdom (2) 23:05 Red Lotus Metropolis 23:15 Black Town of Night and Lus Blue Town of Water and Wisdom (2) 23:55 | Faid General Store



ATTACKS

40

40

120

Attack 1 Left Jab

Attack 2 Right Straight

Attack 3 Twisting Kick ARC KNOCK BACK POWER

0.5

HP ATK DEF EVA LCK

302 86 84 77 89

2286 232 247 147 136

MAX 3080 390 313 176 154

\* 0

25 632 110 1459 171 179 118 116

50

SKILL

THOUGHT PROCESS

PASSIVE > BRAVE > BRAVE

В

A pious believes

Recruits

REQUIREMENTS FRIEND TUTORIAL

DIRECTIONS Talk to Cosmo

ELEMENT RANGE

None

None

None FFECT

| TOME DOCA   | VION                       | 500013 | DOG WOON            | 50003 | DOGATION                 | THE   | 10937709                      |  |  |  |  |
|-------------|----------------------------|--------|---------------------|-------|--------------------------|-------|-------------------------------|--|--|--|--|
|             | no's House                 | 7:55   | Cosmo's Room        | 13:20 | Confessional (2)         | 19:00 | Olacion Order Shrine (2)      |  |  |  |  |
|             | te Town of Stars and Faith |        |                     |       |                          | 22:50 | Olacion Order Shrine (1)      |  |  |  |  |
|             | ion Order Shrine (1)       |        |                     |       | Olacion Order Chapel     | 23:00 | White Town of Stars and Faith |  |  |  |  |
| 7:40 JUNIVE | ersal Tree Hallway         | 12:55  | Mortal Tree Hallway | 18:50 | Olacion Order Shrine (1) | 23:20 | Cosmo's House                 |  |  |  |  |
|             |                            |        |                     |       |                          |       |                               |  |  |  |  |



### URTIS (CONT.)

### CHARACTER DATA

### 

Great Mage Robe

Element None

Magic Mirror

THOUGHT PROCESS STANDARD > STANDARD > STANDARD

Reference [Pg289]

|            | -            |
|------------|--------------|
| res Salute | RESISTANCE   |
| ement Fire | DOL DOD 1990 |

| RES | ISTAN | CES |     |     |
|-----|-------|-----|-----|-----|
| POI | PAR   | BLD | BND | FRZ |
| ^   |       |     | 0   |     |

0 0 0

50 2046 217 137 196 181

75

2018 214

CON CUR PET DITH

135

2953 303 209 244 260

\* \* \*

MAX 3824 386 279 290 336 D A

| WILLINGN     | ESS TO ACC  | EPT ORDI | ERS |
|--------------|-------------|----------|-----|
| ATTACK ENEMY | CURE FRIEND | BACKUP   | BE  |
| POSSIBLE     | CAN'T ENACT | POSSIBLE | POS |

| WILLINGNESS TO ACCELT ORDERS |             |          |          |  |  |  |  |
|------------------------------|-------------|----------|----------|--|--|--|--|
| ATTACK ENEMY                 | CURE FRIEND | BACKUP   | BE BATT  |  |  |  |  |
| POSSIBLE                     | CAN'T ENACT | POSSIBLE | POSSIBLE |  |  |  |  |
| BACK AWAY                    | PLAY DEAD   | GONUTS   | USEVOLTY |  |  |  |  |

| i | LV- | AP. | ATK | DEF | EVA | DCX- |         | OZZO |
|---|-----|-----|-----|-----|-----|------|---------|------|
|   | -   |     | *** | -   | -   |      | TIATE A | CKS  |

| ALIAC  |    |             |     |              |           |
|--------|----|-------------|-----|--------------|-----------|
| TYPE   |    | ME          |     | ELEMENT      | RANGE     |
| Attack | *  | plosion     |     | Fire         | Long      |
| Volty  | Ar | ncient Fire |     | None         |           |
| ARC    |    | KNOCK BACK  |     | EFFECT       |           |
| 0      |    | 0.5         | 1.9 | Blaze 1.0, K | nock Down |
|        |    | 1.3         | 4.7 | Knock        | Back      |

### CHEDILE CONTROL OF THE CONTROL OF TH

| THME | LOCATION<br>Curtis' Residence     | TIME  | Moon Tower                  | TIME  | DOGATIZON                         |
|------|-----------------------------------|-------|-----------------------------|-------|-----------------------------------|
| 0:00 |                                   |       | Moon Tower                  | 20.20 | Star Tower Interior               |
| 0:45 | Blue Town of Water and Wisdom (1) | 5:05  | Moon Tower Interior         | 21:15 | Star Tower                        |
|      | Blue Town of Water and Wisdom (2) | 5:40  | Moon Tower Research Lab (1) | 21:25 | Cafeteria                         |
| 1:30 | Vareth Magic Institute            | 9:15  | Moon Tower Interior         | 21:45 | Vareth Magic Institute            |
| 1:50 | Cafeteria                         | 9:45  | Moon Tower                  | 22:00 | Blue Town of Water and Wisdom (2) |
| 2:10 | Star Tower                        | 9:55  | Cafeteria                   | 22:30 | Blue Town of Water and Wisdom (1) |
| 2:15 | Star Tower-President's Office     | 10:15 | Star Tower                  | 22:40 | Curtis' Residence                 |
| 2:20 | President's Office                | 10:25 | Star Tower Interior         | 23:00 | Curtis' Residence                 |
| 4:45 | President's Office-Moon Tower     | 11:25 | Observatory                 |       |                                   |
| 7.73 | Tresident's office Wood Tower     | 11.20 | Observatory                 |       |                                   |

### REQUIREMENTS

### DIRECTIONS

Recruit all the characters from the Vareth Magic Institute (see below). Talk to Curtis in the Observatory between 11:40 and 20:00.

| Aidan     | [pg19] |
|-----------|--------|
| Ardoph    | [pg23] |
| Cecil     | [pg27] |
| Christoph | [pg28] |
| Claudia   | [pg28] |
| Cornelia  | [pg30] |
| Derek     | [pg34] |
| Dimitri   | [pg35] |
| Ernest    | {pg41} |
| Faraus    | [pg42] |
| Felix     | [pg43] |
| Franklin  | [pg45] |
| Genius    | [pg47] |
| Jill      | [pg56] |
| Johan     | [pg5B] |
| Leona     | [pg60] |
| Marietta  | [pg63] |
| Morgan    | [pg65] |
|           |        |

[pgB1]

# NO AFFILIATION

Dan is the Owner of Club Vampire in the Black Town of Night and Lust. He is also an ex-manager of the Void community. Though he was once a rival of Servia's father in his bandit days, they are r

| reaching Servia some tricks of the trade, such as martial arts and trap-<br>building. He is a hearty man who makes hasty decisions with little forethought. |   |
|---|---|
| P DAGOL DROP ENCOUNTER  | - |

MUSTARD POWDER



Husband and wife

SONTA

Short



### 



| ı | RESISTANCES |      |     |     |      |      |  |  |  |
|---|-------------|------|-----|-----|------|------|--|--|--|
|   | POI         | PAR  | BLD | B   | ID I | RZ   |  |  |  |
| ı | ×           | ×    | 1   |     | ×    | ×    |  |  |  |
| ı | BLZ         | CON  | CU  |     |      | OTH  |  |  |  |
| ı | ×           | ×    | ,   |     | ×    | ×    |  |  |  |
|   | W           | AP-  | ATT | DEF | EVA  | DCK- |  |  |  |
|   | 8           | 196  | 61  | 48  | 25   | 36   |  |  |  |
|   | 25          | 679  | 110 | 79  | 44   | 73   |  |  |  |
|   | 50          | 1390 | 182 | 126 | 73   | 128  |  |  |  |

2102 255 173 101 183

MAX 2785 325 218 129 236

| ATTACKS    |                       | ELEME    | NT RANGE    |
|------------|-----------------------|----------|-------------|
| POSSIBLE   | PLAY DEAD<br>POSSIBLE | POSSIBLE | CAN'T ENACT |
| POSSIBLE   | CAN'T ENACT           | POSSIBLE | POSSIBLE    |
| ATTACKTUEN | Y CURE FRIEND         | BACKUP   | BEBATT      |

WILLINGNESS TO ACCEPT ORDERS

| No. |   |    |     |     |     |      |   |
|-----|---|----|-----|-----|-----|------|---|
| í   |   |    |     |     |     |      |   |
| 200 | C | TH | EDI | NIC | EDI | CNID | c |

REQUIREMENTS DEVEL STRUTNO FRIEND TUTORIAL

### Reference [pg287] THOUGHT PROCESS BRAVE > BRAVE > BRAVE

Cook's Apron

Skill Upper

|   | A SOLICE A DOORS AND ADDRESS. |   |     |    |   |
|---|-------------------------------|---|-----|----|---|
|   | SXTO                          |   |     | _  |   |
| ď | OVERP                         | _ | _   | -  | - |
| п | COLOSSAL POWER                | м | 3/2 | 44 |   |

### Attack Rotating Spin Restore Have a Drink

Attack Downward Swing

| Other |            |       |                   |                  |  |  |
|-------|------------|-------|-------------------|------------------|--|--|
| RC    | KNOCK BACK | POWER | EFFECT            |                  |  |  |
| 40    | 0.5        | 1.2   | -                 | -                |  |  |
| 200   | 1          | 0.B   | -                 | _                |  |  |
| _     |            | _     | Restores 30% of D | lan's Maximum HP |  |  |

None

None

DIRECTIONS Talk to Dan and he will ask you to retrieve Old Lady Saron's soup

recipe. Retrieve the Recipe from Saron in

### Tria Village. Return to Dan and give him the 0

SCHEDULE OF SAGENDENDE ACTION OF THE PROPERTY OF THE PROPERTY

| TILME | LOCATION      | TIME LOCATION         | T//ME LOCAT/(ON                        |
|-------|---------------|-----------------------|--|
| 0:00  | Club Vampire  | 9:30 Dan's Residence  | 110E POCATION<br>16:05   Beast Pit (3) |
| 9:15  | Beast Pit (3) | 14:00 Dan's Residence | 16:15 Club Vampire                     |



Daniel is a member of Jarvis' squad in Theater Vancoor. Although he has few skills, he has a lot of knowledge that he passes on to Jack. He is Clumsy and easily scared, but never betrays people or shows hateful feelings. He is well liked by those around him. He has a per Crocogator named I sabella

DAGOL DROP ENCOUNTER

# 



CHARACTER DATA

Luck Bracelet

Reference [pg287]

|   | DLZ   | CON  | cor  |     | -    | חוש |  |
|---|-------|------|------|-----|------|-----|--|
|   | ×     | ×    | ,    |     | ×    | ×   |  |
| ۱ | MV.   | æ    | ATIS | DEF | EVA) | DC3 |  |
| П | 11    | 306  | 69   | 70  | 31   | 45  |  |
|   | 25    | 735  | 104  | 102 | 56   | 71  |  |
|   | 50    | 1501 | 166  | 161 | 101  | 118 |  |
|   | 75    | 2267 | 229  | 220 | 145  | 165 |  |
|   | MAX   | 3003 | 290  | 277 | 188  | 210 |  |
|   | GRADE | C    | 0    | 0   | 0    | C   |  |

|                       | 4/14        | MININGS. | - |   | _ | - |  |
|-----------------------|-------------|----------|---|---|---|---|--|
| THOUGHT PROCESS       | SXIII       |          |   |   |   |   |  |
| BRAVE > TIMID > TIMID | MAX HP PLUS | *        | ☆ | 台 | 台 | 2 |  |
|                       |             |          |   |   |   |   |  |

### WILLINGNESS TO ACCEPT ORDERS

| POSSIBLE  | CURE FRIEND | POSSIBLE | POSSIBLE    |
|-----------|-------------|----------|-------------|
| BACK AWAY | PLAY DEAD   | CONUTS   | USEVOLTY    |
| POSSIBLE  | POSSIBLE    | POSSIBLE | CAN'T ENACT |

| ATTACK | S              |     |         |       |  |  |
|--------|----------------|-----|---------|-------|--|--|
|        | NAME           |     | ELEMENT | RANGE |  |  |
| Attack | Tree Chor      | per | None    | Short |  |  |
| Attack | 2 Daniel Blook | w   | None    | Short |  |  |
| ARC    |                |     | EFFECT  |       |  |  |
| 90     | 0.5            | 0.8 |         |       |  |  |
| 40     | 1.3            | 1.2 |         |       |  |  |
| 40     | 1.3            | 1.2 |         | -     |  |  |

# Doesn't rely on him

young boy

A subordinate who

Akind

master

often screws up

RELATIONSHIP CHART

Often cozies up to him Loves Takes care every day



REQUIREMENTS LEVEL TUMING LINK TUTORIAL

SUB MISSION VEXATIOUS VERMIN

DIRECTIONS Talk to Daniel.

CUIDUIT PROPERTO CONTROL CONTR )ത്രാത്രാത്രാത്രാത്രാത്രാത്രാത്ര

| THE  | DOGATOON                           | 50003 | DOGNOON                            | 577013 | DOGATION                         |
|------|------------------------------------|-------|------------------------------------|--------|----------------------------------|
| 0.00 | Daniel's House                     | 7:35  | The Hecton Squad Locker Room       | 15:15  | Begin Eatery                     |
| 1:00 | Daniel's House                     | 12:50 | Theater Vancoor Basement 1st Floor | 15:30  | Yellow Town of Sun and Glory (2) |
| 6:45 | Vancoor Square                     | 13:10 | Theater Vancoor 1st Floor          | 15:40  | Yellow Town of Sun and Glory (1) |
| 6:55 | Yellow Town of Sun and Glory (2)   |       | Yellow Town of Sun and Glory (1)   | 15:55  | Path of Swords and Wisdom        |
| 7:05 | Yellow Town of Sun and Glory (1)   |       | Yellow Town of Sun and Glory (2)   | 16:55  | White Town of Stars and Faith    |
| 7:10 | Theater Vancoor 1st Floor          |       | Begin Eatery                       | 17:35  | Waldo General Store              |
| 7:25 | Theater Vancoor Basement 1st Floor | 14:05 | Begin Eatery 2nd Floor             | 21:00  | White Town of Stars and Faith    |

| 100013 | DOGATION                                  |
|--------|---|
| 21:40  | Path of Swords and Wisdom                 |
| 22:40  | Yellow Town of Sun and Glory (1)          |
| 22:55  | Yellow Town of Sun and Glory (2)          |
| 23:05  | Vancoor Square                            |
| 23:25  | Daniel's House                            |
|        | 21:40<br>22:40<br>22:55<br>23:05<br>23:25 |



David is a high-ranking warrior of Theater Vancoor. His life is about being a warrior and his goal is to be like Gerald He admires Gerald so much that he is turning into his clone. He appears bored when the encountered enemy is weak, but he becomes excited when the enemy is strong He is a member of the Septimo Squad

DAGOL DROP ENCOUNTER

APC BPC

# THEATER VANCOOR

CHARACTER DATA 



| ment inc     | - | POI- | PAR | BLD | B   | VD ( | RZ   |
|--------------|---|------|-----|-----|-----|------|------|
|              |   | ×    | ×   | 3   |     | ×    |      |
| Blade        |   | BLZ  | CON | CUF | P   |      | DITH |
| ment Air     |   | ×    | ×   | 1   |     | X    | ×    |
|              |   | CO   | (IP | ATK | DEF | EVA  | LCK  |
| cogator Skin | - | 22   | 463 | 112 | 120 | 48   | 71   |
|              |   |      |     |     |     |      |      |

|              | 00    | AP   | ATTA | DEF | EVA | LCX- |
|--------------|-------|------|------|-----|-----|------|
| gator Skin   | 22    | 463  | 112  | 120 | 48  | 71   |
| nt Water     | 25    | 560  | 120  | 128 | 54  | 76   |
|              | 50    | 1369 | 194  | 196 | 109 | 118  |
|              | 75    | 2178 | 267  | 265 | 163 | 161  |
| ness Bangle  | MAX   | 2956 | 338  | 330 | 216 | 202  |
| ence [pg287] | GRACE | C    | В    | В   | C   | C    |

| THOUGHT PROCESS       | SKTO      |      |   |
|-----------------------|-----------|------|---|
| BRAVE > BRAVE > BRAVE | 100T BOOY | *    | * |
|                       |           | anna |   |

### WILLINGNESS TO ACCEPT ORDERS

| TTACK ENEMY | CURE FREED | BACKUP   | BE BATT     |
|-------------|------------|----------|-------------|
| OSSIBLE     |            | POSSIBLE | POSSIBLE    |
|             |            |          | CAN'T ENACT |

| ATTACI | 13 |           |       |         |        |
|--------|----|-----------|-------|---------|--------|
| TYPE   | NA | Œ         |       | ELEMENT | RANGE  |
| Attack | 1  | Short Sla | sh    | Wind    | Medium |
| Attack | 2  | Great Sla | ash   | Fire    | Medium |
| ARC    | K  | NOCK BACK | POWER | EFFECT  | -      |
| 90     |    | 0.5       | 0.9   |         | -      |
|        |    |           |       |         |        |



REQUIREMENTS LINK TUTORIAL

### DIRECTIONS

- Talk to David. He asks you to deliver a letter to Mint.
- Deliver David's letter to Mint. She can be found in the Septem Region (2) before 10:00, and Tria Village after 10:00.
- Talk to David again when he is not training.

Recruits

| I LLAU DE  | DIEDIOL                               | NO LA   | o ENGLIGHT COLOR   | (CONTO  | THE PROPERTY OF  | STATE  | DISTRIBUTION OF THE PARTY OF TH |
|------------|---------------------------------------|---|--|---|--|--|--|
| TE DOGGET  | TVI                                   | 50003   | DOGG THE COLD  | 50003   | 1000ATO(A)   | STATE  | DOGATIZON  |
| David's F  |                                       |   | Theater Vancoor 2nd Floor  | 12.25   | Yellow Town of Sun and Glory (2)   | 19:20  | Theater Vancoor 2nd Floor  |
|            |                                       | 9:00  | Theater Vancoor 1st Floor  | 12:35   | Yellow Town of Sun and Glory (1)   | 19:30  | Training Facility  |
|            |                                       |   |  |   |  |  | Theater Vancoor 2nd Floor  |
|            |                                       | 9:25  | Yellow Town of Sun and Glory (2)   | 18:45   | Yellow Town of Sun and Glory (1)   | 22:30  | Path of Swords and Wisdom  |
| 1 Training | Facility                              | 9:35  | Begin Eatery   | 19:00   | Theater Vancoor 1st Floor  | 23:10  | David's Residence  |
|            | David's F David's F Path of S Theater | David's Residence Path of Swords and Wisdom Theater Vancoor 2nd Floor | David's Residence 9:00 Path of Swords and Wisdom 9:15 Theater Vancoor 2nd Floor 9:25 | David's Residence   8:45   Theater Vancoor 2nd Floor     David's Residence   9:00   Theater Vancoor 1st Floor     Path of Swords and Wisdom   9:15   Yellow Town of Sun and Glory (1)     Theater Vancoor 2nd Floor   9:25   Yellow Town of Sun and Glory (2) | 0         David's Residence         9:00         Theater Vancoor ist Floor         12:35           1         Path of Swords and Wisdom         9:15         Yellow Town of Sun and Glory (1)         12:50           1         Theater Vancoor 2nd Floor         9:25         Yellow Town of Sun and Glory (2)         18:45 | Davids Residence   9.00   Theater Vancoor 1st Floor   12:35   Yellow Town of Sun and Glory (1)   12:50   The Survivor Armory (1)   Theater Vancoor 2nd Floor   9:25   Yellow Town of Sun and Glory (2)   18:45   Yellow Town of Sun and Glory (1)   18:50   Yellow Town of Sun and Glory (1)   18:45   Yellow Town of Sun and Glory (1)   Yellow Town of Sun and Glory (2)   Yellow Town of Sun and Yellow T | David's Residence   9:00   Theater Vancoor 1st Floor   12:35   Vellow Town of Sun and Glory (1)   19:30  |

\*\*



THEATER VANCOOR

Dennis is a corporal of Theater Vancoor. He has heavy responsibilities working under Alicia. Highly skilled, he is famous for producing results despite long odds. He does not like to be noticed, and does not like to meet people. He is a very responsible person who enjoys taking care of plants and animals

| P | DAGOL | DROP       |
|---|-------|------------|
| 1 | 214   | HERB EXTRA |

ENCOUNTER

# RELATIONSHIP CHART

subordinate

Completely dedicates

### CHARACTER DATA

### 

| Psycho Edge<br>Element | None |
|------------------------|------|
| 0                      |      |

Water

Element

| 1 | KESI   | SIA  | NUE | 3   |      |     |
|---|--|------|-----|-----|------|-----|
| ì | P07  | PAR  | BLD | B   | VD ( | FRZ |
| ı | ×  | ×    | 31  |     | ×    |     |
| ŀ | BLZ  | CON  | CUR |     | 1 mm | DIH |
| 1 | The Street of th | -    | -   | -   |      |     |
| - | W  | AP . | ATK | DEF | EVA) | LCK |
| ĺ | 15   | 265  | 87  | 90  | 51   | 49  |
| ı | 25   | 535  | 117 | 123 | 72   | 68  |

1211 192 207

75 1887 268 291 MAX 2536 340 372 GRAOE O B A

PREVENT CURSE \* \*

| 2                | rKZ |     |
|------------------|-----|-----|
| K                | •   | P   |
| T <sub>ank</sub> | DTH | B   |
| K                | ×   | P   |
| WA               | DC3 | 000 |
| 51               | 49  | A   |
| 72               | 68  | U   |
| 126              | 117 | 1   |
| 181              | 166 | 6   |
| 222              | 212 | A   |

| WILLINGNE | SS TO ACCE  | PT ORDERS |                    |
|-----------|-------------|-----------|--------------------|
|           | CURE FRIEND |           | REBALT<br>POSSIBLE |
| BACK AWAY | PLAYDEAD    | CONUTS    | USEVOLUV           |
| POSSIBLE  | POSSIBLE    | POSSIBLE  | CAN'T ENACT        |

| ATTACK | S           |       |         |            |
|--------|-------------|-------|---------|------------|
| TYPE N | IAME        |       | ELEMENT | RANGE      |
| Attack | 1 Upper Sla | sh    | None    | Medium     |
| Attack | 2 Throat Th | rust  | None    | Medium     |
| ARC    | KNOCK BACK  | POWER | EFFECT  |            |
| 40     | 0.6         | 1.2   | Knocks  | Upward     |
| 40     | 1           | 1 12  |         | Knock Back |

### REQUIREMENTS

DEVEL TIMING PEOPLE BEGIN TO CHANGE

### DIRECTIONS

flower from Dennis. Talk with him between 8:10 and 10:50 or 17:30 and 20:20 in the Triton Squad Locker

the Elf Region (2) at night, between 19:00 and 5:05.

Give the Evening Bloom to Dennis.

### THOUGHT PROCESS BRAVE > TIMIO > TIMID CHEDULE OF COMO TO THE COMO TH

|   | 1000  |                                  | and the | CONTRACTOR OF THE PROPERTY OF | 100010 | - LICENOLICE TO LOCAL                  |
|---|-------|----------------------------------|---------|---|--------|--|
| i | THE   | Radiata Lupus Gate Entrance      | STORE . | DOGATION  | THE    | TOGATION<br> Theater Vancoor 1st Floor |
|   |       |                                  | 11:10   | Theater Vancoor 1st Floor   |        |  |
|   | 7:10  | Yellow Town of Sun and Glory (1) | 11:25   | Yellow Town of Sun and Glory (1)  |        | Theater Vancoor 2nd Floor              |
|   |       | Theater Vancoor 1st Floor        | 11:35   | Yellow Town of Sun and Glory (2)  | 14:00  | Training Facility                      |
|   | 7:50  | Theater Vancoor 2nd Floor        | 11:45   | Begin Eatery  | 17:10  | Theater Vancoor 2nd Floor              |
|   | 8:00  | The Triton Squad Locker Room     | 13:15   | Yellow Town of Sun and Glory (2)  | 17:20  | The Triton Squad Locker Room           |
|   | 11:00 | Theater Vancoor 2nd Floor        | 13:25   | Yellow Town of Sun and Glory (1)  | 20:30  | Theater Vancoor 2nd Floor              |

| ಠಲಾಠಲ     | ack.  | new end end end e                     | Magae Com | TEXTENSION TO THE TEXT OF THE |   |
|-----------|-------|---------------------------------------|-----------|---|---|
|           | THE   | TOGATION<br>Theater Vancoor 1st Floor | TIME      | Theater Vancoor 1st Floor   | l |
|           | 13.35 | Theater Vancoor 1st Floor             | 20:40     | Theater Vancoor 1st Floor   | ı |
| Glory (1) | 13:50 | Theater Vancoor 2nd Floor             | 20:55     | Yellow Town of Sun and Glory (1)  | ı |
| Glory (2) | 14:00 | Training Facility                     | 21:20     | Radiata Lupus Gate Entrance   |   |
|           |       |                                       |           |   |   |

MARIETTA

A music far



EREK VARETH MAGIC INSTITUTE

Derek is an assistant professor at the Vareth Magic Institute. His specialty is spiritual arts of the fire attribute. He is built like his father, but instead of martial arts, be became fascinated with magic and decided to enter Vareth Although hot-tempered, he does think carefully before taking any action.

| August 1 |       |        |
|----------|-------|--------|
| EXP      | DAGOL | - 0000 |
| LAF      | DAGOL | DROP   |

ENCOUNTER IDEREK, APPRENTICE(A), LIGHT GUAROSMAN(A) X2



CHARACTER DATA

SHARP EDGE



| KESISTANCES |     |     |     |      |      |  |  |
|-------------|-----|-----|-----|------|------|--|--|
| P07         | PAR | BLD | B   | ID I | RZ = |  |  |
| ×           | ×   | 3   |     | ×    | ×    |  |  |
| BLZ         |     | CUF | R   | 30   | DTH  |  |  |
| 0           | ×   | 2   |     | ×    | ×    |  |  |
| 002         | (AP | ATK | DEF | EVA  | LCK- |  |  |
| -           |     |     |     |      |      |  |  |
| 32          | 699 | 158 | 165 | 82   | 110  |  |  |

MAX 2642 337 331 186 194

GRADE D B B O

| OY PAR BLD BND FRZ |      |      |       |       |      |  |  |  |
|--------------------|------|------|-------|-------|------|--|--|--|
| 07 (ON ×           |      |      | CUR R |       | ×    |  |  |  |
| <b>V</b>           | AP . | ATTS | DEF   | (EVZ) | O.CK |  |  |  |
| 32                 | 699  | 158  | 165   | 82    | 110  |  |  |  |

|   | PAK  | RTT  |     | עש  | -KZ  |   |
|---|------|------|-----|-----|------|---|
|   | ×    | 2    |     | ×   | ×    | 8 |
|   | CON  | CUF  | R   |     | DTH  | í |
|   | ×    | 3    |     | ×   | ×    |   |
| - | M    | (CA) | 2   | em  | n/am | B |
|   | AP . | ATK  | DEL | EVA | LCK  |   |
|   | manu |      |     |     |      | П |
|   | 699  | 158  | 165 | 82  | 110  |   |
|   | 1221 | 206  | 209 | 109 | 132  |   |
|   | 1040 | 272  | 071 | 140 | 100  |   |

WILLINGNESS TO ACCEPT ORDERS

| ATTACK ENEM  | CURE FRIEND | BACKUP   | BE BATT     |
|--|-------------|----------|-------------|
| POSSIBLE   | CAN'T ENACT | POSSIBLE | POSSIBLE    |
| BACK AWAY  | PLAY DEAD   | CONUTS   | USE VOLTY   |
| POSSIBLE   | POSSIBLE    | POSSIBLE | CAN'T ENACT |
| Laboratoria de la constitución d |             |          |             |

THOUGHT PROCESS BRAVE > BRAVE > BRAVE SKTLL

### REQUIREMENTS

RELATIONSHIP CHART

teacher

A serious student

DEVEL TUMING PEOPLE BEGIN TO CHANGE

### DIRECTIONS

Talk to Ray C. Ross, As the president of the Vareth Magic Institute, he assigns both Derek and Felix to assist you. @ Talk to Derek.





### EREK (CONT.)

| TYPE   | NAME          |        | ELEMENT RA | INGE | ARC | KNOCK BACK | POWER | EFFECT    |
|--------|---------------|--------|------------|------|-----|------------|-------|-----------|
| Attack | Fireball Lv.1 |        | Fire       | Long | 0   | 0.5        | 1.7   | Blaze 1.0 |
| Attack | Fireball Lv.2 | 1 hit  | Fire       | Long | 0   | 0.5        | 1.9   | Blaze 1.1 |
|        |               | 3 hits | Fire       | Long | 0   | 0.5        | 1.7   | Blaze 1.0 |
| Attack | Fireball Lv.3 | 5 hits | Fire       | Long | 0   | 0.5        | 1.9   | Blaze 1.1 |

SCHEDULE PARTICIO DE LA COMPANIO DEL COMPANIO DE LA COMPANIO DEL COMPANIO DE LA COMPANIO DEL COMPANIO DEL COMPANIO DEL COMPANIO DE LA COMPANIO DE LA COMPANIO DEL COMPANIO DELA | NORATION | 10:20 | Blue Town of Water and Wisdom (2) | 10:50 | Vareth Magic Institute 19:00 Blue Town of Water and Wisdom (2) 21:55 Blue Town of Water and Wisdom (1) UNE LOCATION 0:00 Derek's Residence TIME LOCATION Star Tower Researc Star Tower Interior 17:40 18:20 Star Tower 18:30 Cafeteria 18:45 Vareth Magic Institute 22:20 Cache Apartments 1st Floor 22:30 Cache Apartments 2nd Floor 22:40 Derek's Residence 11:10 Cafeteria 12:55 Star Tower



# VARETH MAGIC INSTITUTE

Dimitri is an assistant professor at the Vareth Magic Institute, He was born with weak eyesight that was later corrected by a sight-strengthening machine developed by a Vareth technician. He subsequently entered the guild and became an assistant professor. He is a perfectionist who become enraged when people stand between him and his goals.

DAGOL DROP DROP ENCOUNTER
HERB EXTRACT DIMITRI, SOBORDINATE MAGEIAI X2, HEAVY GUAROSMANIA;

13:05 Star Tower Interior

RELATIONSHIP CHART Next in the line of scholarship students Colleague Always staring

e de la company de la company

Windmill Element Mage's Robe

RESISTANCES POT PAR BLD BND FRZ CON CUR PET DTH x x x LV AP ATK DEF EVA LCK

WILLINGNESS TO ACCEPT ORDERS

BACK AWAY PLAY DEAD POSSIBLE ATTACKS TYPE NAME ELEMENT RANGE Attack Dark Meteo ARC KNOCK BACK POWER

ATTACKENENY CURE FRIEND BACKUP CAN'T ENAC

BE BATT GONDAS USEVOLTY CAN'T ENACT

Knock Back

REQUIREMENTS DEVEL TOMING

SUB MISSION

DIRECTIONS Talk to him.

Talk to Dimitri after helping him eradicate an unwanted monster.

Recruits

Reference [pg289]

Element None

428 81 98 41 12 764 111 138 64 17 Magic Mirror 1527 181 229 117 28 2291 251 320 170 40 MAX 3024 317 407 221 GRADE В A

THOUGHT PROCESS IMIO > PASSIVE > BRAVE SKILL BAO CARRIER \*

| 26.88 | MARTINIA DE LA RECUESTA DE COMPANIO DE COM |       |                                  |       |                                   |  |  |  |  |
|-------|--|-------|----------------------------------|-------|-----------------------------------|--|--|--|--|
|       | LOGATION   |       | LOCATIZON                        | THE   | DOGATION                          |  |  |  |  |
| 0.00  | Dimitri's Residence  |       | Path to the Sun                  | 18:15 | Path to the Sun                   |  |  |  |  |
| 1:00  | Dimitri's Residence  | 10:35 | Vancoor Square                   | 18:35 | Olacion Order Shrine (1)          |  |  |  |  |
|       | Cache Apartments 1st Floor   | 11:10 | Yellow Town of Sun and Glory (2) | 19:20 | Olacion Order Shrine (2)          |  |  |  |  |
| 8:10  | Blue Town of Water and Wisdom (1)  |       | Begin Eatery                     | 20:00 | Blue Town of Water and Wisdom (1) |  |  |  |  |
| 8:50  | Olacion Order Shrine (2)   |       | Yellow Town of Sun and Glory (2) | 20:40 | Cache Apartments 1st Floor        |  |  |  |  |
| 9:35  | Olacion Order Shrine (1)   | 17:40 | Vancoor Square                   | 20:50 | Dimitri's Residence               |  |  |  |  |



### WIGHT OLACION ORDER

Dwight is a bishop of the Olacion Order and a member of Anastasia's faction. He has no sense when it comes to money because he grew up with more than he could spend in one lifetime. His wealth is more important to him than the lives of others. He is an ungenerous man who spends his money

EXP DAGOL DROP ENCOUNTER DWIGHT, HEAVY GUAROSMAN(A) X3



# WIGHT (CONT.)

# CHARACTER DATA

|     | Dry Cloak | - Carlotte - Children |
|-----|-----------|-----------------------|
|     |           |                       |
| AD. | Element   | Earth                 |
|     |           |                       |

| RES | ISTA | NCE    | S   |              |          |
|-----|------|--------|-----|--------------|----------|
| POT | PAR  | BLD    | B   | VD.          | FRZ      |
| 717 | CON  | (1)(E) | 0   | ×            | X<br>DTH |
| ×   | *    | ×      | -   | ×            | ×        |
| 002 | æ    | ATA    | DEF | <b>E</b> V20 | DCX.     |
| 20  | 338  | 91 1   | 105 | Q            | 9.5      |

50

MAX

2988

103 117 13

1344 168 178 37

2183 233 240 61

295 298 D

93

143

192

85 239

| ATTACKEN | EMY CURE FRIEN | D RACKUP | BE BATT     |
|----------|----------------|----------|-------------|
| POSSIBLE | POSSIBLE       | POSSIBLE | IMPOSSIBLE  |
| BACKAWA  | PLAY DEAD      | GONUTS   | USEVOLT     |
| POSSIBLE | POSSIBLE       | POSSIBLE | CAN'T ENACT |

ELEMENT RANGE

Confuse 2.0

Poison 3.0

stores 40% of Target's Maximum HF

Short

Long

None

EFFECT

| GAIF        | IERING FRIENDS       |
|-------------|----------------------|
| REQU        | JIREMENTS -          |
| DEVEL<br>15 | JACK'S FIRST MISSION |
| -           |                      |

SUB MISSION SMILODON FANO

### DIRECTIONS

- Walk into the Confessional (2) between 18:00 and 22:00.
- 2 Listen to Dwight's confession.

Talk to Dwight.

THOUGHT PROCESS PASSIVE > TIMID > TIMID

SKTILL PREVENT STEAL \*

0.5 CHEDITE (NORMAL) ACCIDIO ACCID

|     |      | CIL TOMPE TOPOLOGE       | Mener | <u> </u>                 | M GVEVI |                       | ence  | TO THE WAS |
|-----|------|--------------------------|-------|--------------------------|---------|-----------------------|-------|---|
|     |      | LOCATION                 | THME  | LOCATION                 | THE     | DOGATI (ON            | 18803 | DOGATION  |
| - 3 | 0:00 | Dwight's Residence       | 17:15 | Mortal Tree Hallway      | 19:05   | Lyle's Mansion        | 21:40 | Olacion Order Shrine (1)  |
| )   |      | Dwight's Residence       | 17:30 | Olacion Order Shrine (2) | 19:30   | Inside Lyle's Mansion | 22:30 | Olacion Order Shrine (2)  |
| 1   |      | Diacion Order Shrine (2) | 17:45 | Olacion Order Shrine (1) | 20:30   | Lyle's Mansion        | 23:10 | Dwight's Residence  |
| 1   |      | Mortal Tree Hallway      | 18:20 | Path to the Sun          | 20:55   | Vancoor Square        |       | -   |
|     | 9:50 | Dwight's Room            | 18:50 | Vancoor Square           | 21:10   | Path to the Sun       | 1     |   |
| - 2 |      |                          |       |                          |         |                       | J     |   |

0.5

TYPE NAME Attack Bad Breath

90

Restore Recovery Ray SE

Attack Fog of Poison SE

17:30 Olacion Order Shrine (2) 17:40 Olacion Order Shrine (1) 9:35 Mortal Tree Hallway 9:50 Dwight's Room 22:10 Olacion Order Shrine (1) 22:25 Dlacion Order Shrine (2) 0:00 Dwight's Residence 17:50 Confessional (1) Dwight's Residence



RADIATA CASTLE

Dynas was formerly a subordinate of Gawain in the Rouge Lion brigade, where he trained exhaustively. Gawain taught him well, and despite all expectations, he became a surprisingly capable knight. However, he has a tendency to over-think problems, making him excessively cautious.

DAGOL DROP 301 ANALYSIS BALL, LIFE BERRY ENCOUNTER

RELATIONSHIP CHAR Respected former group leader Trusts him A sharp, capable Expects good things of him One of his

superior Looks down on him

CHARACTER DATA



| RESISTANCES |      |     |     |     |      |   |
|-------------|------|-----|-----|-----|------|---|
| POT         | PAR  | BLD | B   | D ( | RZ   |   |
| 702         | COM. | CUF |     | •   | DTH- | - |
| DLZ         | O    | CUI |     | •   | 0    | ı |
| 002         | (IP  | ATR | DEF | EVA | nax- | 3 |
|             |      | 100 | -   |     |      | ı |
|             |      |     |     |     |      |   |

| POSSIBLE | CAN'T ENACT | POSSIBLE | POSSIBIL |
|----------|-------------|----------|----------|
| BACKAWAY | PLAYDEAD    | CONUTS   | USEVO    |
| POSSIBLE | POSSIBLE    | POSSIBLE | CAN'T EN |

| tronger and the same of the sa |                                      |            |        |         |        |  |  |
|--|--------------------------------------|------------|--------|---------|--------|--|--|
| ATTAC  | KS                                   |            |        |         |        |  |  |
| TYPE   | NAME                                 |            |        | ELEMENT | RANGE  |  |  |
| Attack   | Name and Address of the Owner, where | ront Stri  |        | Earth   | Medium |  |  |
| Attack   | 2                                    | Reverse \$ | Strike | Earth   | Medium |  |  |
| Attack   | 3                                    | leavenly   | Strike | Earth   | Medium |  |  |
| Attack   |                                      | Revolving  |        | Earth   | Medium |  |  |
| Volty  | Hurric                               | ane Lion   |        | None    | -      |  |  |
| ARC  | KNC                                  | CK BACK    | POWER  | EFFECT  |        |  |  |
| 120  |                                      | 1          | 1      | _       |        |  |  |
| 120  | -                                    | 1          | 1.1    | -       | _      |  |  |
| 40   | -                                    | O.E.       | 1.0    | 1       |        |  |  |

REQUIREMENTS LEVEL TUMING WIND VALLEY

DIRECTIONS

Leave an empty slot in your party when you go to fight the Wind Dragon

Before departing, empty out your most useless party member.

| THOUGHT PROCESS               |   |
|-------------------------------|---|
| BAGNATZ < GRADNATZ < GRADNATZ | n |

SKILL COLOSSAL POWER \* \* \* \*

1304 235 211 163 192

# YNAS (CONT.)



D'W

Dynas is a very powerful character. Unfortunately, gaining him does not mean that you get to keep him. Assuming you have room in your party, Dynas will help you battle the Wind Dragon's first form. After that, Dynas will back down and you must continue on without him. After the battle, you will not be able to use Dynas again. This is a one-time deal.

19:20 Radiata Castle 3rd Floor Hall (3)

10:00 Dynas's Room 13:10 Radiata Castle 4th Floor Hall (3) 13:30 Radiata Castle 3rd Floor Hall (4) 13:35 Radiata Castle 3rd Floor Hall (4) | 19:35 | RRadiata Castle 3rd Floor Hall (3) | | 19:40 | Radiata Castle 4th Floor Hall (3) | | 20:00 | Dynas's Room 13:50 Knight Meeting Room



EDGAR

**OLACION ORDER** 

Edgar is a follower of the Olacion Order. He grew up as a normal boy destined to carry on the family business. However, one day he saw Fernando fighting, and he joined the priest guild to follow in the steps of his new hero. He can focus intently on one thing, but when he does so, he rends to block out everything else around him

DAGOL DROP

ENCOUNTER



CHARACTER DATA

e la companie de la c



Miracle Amulet

| RESISTANCES |      |        |     |     |  |  |
|-------------|------|--------|-----|-----|--|--|
| POT         | PAR  | BLD    | BND | FRZ |  |  |
| ×           | ×    | ×      | A   | ×   |  |  |
|             |      | CUR    |     |     |  |  |
| ×           | ×    | -      | ×   | ×   |  |  |
| 00          | CP ( | ATK DE | P W | LC3 |  |  |

| LV    | HP - | ATK' | DEF = | 'EVA" | LCK = |
|-------|------|------|-------|-------|-------|
| 9     | 218  | 60   | 58    | 58    | 42    |
| 22    | 25   | 650  | 94    | 60    | 35    |
| 50    | 1325 | 149  | 153   | 89    | 57    |
| 75    | 2001 | 203  | 211   | 118   | 79    |
| MAX   | 2650 | 255  | 267   | 146   | 100   |
| GRADE | D    | F    | B     | F     | F     |

THOUGHT PROCESS PASSIVE > PASSIVE > TIMID FIERCE DEFENSE ★ ☆ ☆ ☆

# WILLINGNESS TO ACCEPT ORDERS

| Children | ATTACK ENEMY | CURE FRIEND | BACKUP   | BE BATT     |
|----------|--------------|-------------|----------|-------------|
|          | POSSIBLE     | POSSIBLE    | POSSIBLE | POSSIBLE    |
|          |              |             |          | USEVOLTY    |
| п        | POSSIBLE     | POSSIBLE    | POSSIBLE | CAN'T ENACT |

MATTACKS

| TYPE   | NAME              | ELEMENT | RANGE |
|--------|-------------------|---------|-------|
| Attack | Fossilize Gas     | None    | Long  |
| Cure   | Cure Petrify      | _       | _     |
| Cure   | Purified Tears SE | _       | _     |
|        | Recovery Ray SE   | _       | _     |
| ARC    | KNOCK BACK POWER  | EFFECT  |       |

| 0 | 0.0 | 0.0 | reuny 1.5                      |
|---|-----|-----|--------------------------------|
|   |     | -   | Cure Petrify                   |
| _ |     |     | Cures All Party Member Afflict |
|   |     |     | Restores 40% of Maximum H      |
|   |     |     | The second second              |

REQUIREMENTS LEVEL TUNING FRIEND TUTORIAL

### DIRECTIONS

- Talk to Edgar about Fernando's belt in the Olacion Order Shrine (1)
- between 13:50 and 17:00 Retrieve the Worn Belt from the bucket in the corner of Fernando's
- Room. Ask Fernando about his Worn Belt.
- Give the Worn Belt to Edgar

Catch Fernando before the belt is thrown away to keep Edgar from getting upset.

# 

| THE  | ROCATION                      | THE   | DOGATION                 | THE   | LOGATITON                     |
|------|-------------------------------|-------|--------------------------|-------|-------------------------------|
| 0:00 | Edgar's House                 | 10:20 | Olacion Order Shrine (1) | 19:45 | Olacion Order Shrine (1)      |
| 5:10 | White Town of Stars and Faith | 10:45 | Universal Tree Hallway   | 19:55 | White Town of Stars and Faith |
| 5:15 | Olacion Order Shrine (1)      | 13:35 | Olacion Order Shrine (1) | 20:10 | Edgar's House                 |
| 5:25 | Olacion Order Shrine (2)      | 17:40 | Olacion Order Chapel     | 23:00 | Edgar's House                 |





Elef is the foreman of the bridge-building gans, No one else in Radiara has the skills he possesses, so he receives special treatment from the court Brusque and dismissive, he is often seen picking fights and causing trouble for those around him. However, with people he respects he can be very fair and generous.

DAGOL DROP ENCOUNTER



Tobacco Pipe Element None Work Clothes Element

RESISTANCES POT PAR BLD BND FRZ BLZ CON CUR PET DTH x x x x ×

DV HP ATK DEF EVA LCK 352 55 62 36 29 783 98 101 57 55 1502 171 167 93 100 50 75 2220 244 232 129 144 MAX 2911 315 296 164 187 GRAOE C C O E O

PREVENT BLAZE ★ ☆ ☆ ☆ ☆

THOUGHT PROCESS BRAVE > BRAVE > BRAVE

WILLINGNESS TO ACCEPT ORDERS

ATTACKENENY CURE FRIEND BACKUP BE BATT BACK AWAY CONUTS PLAY DEAD USEVOLTY

ATTACKS TYPE NAME ELEMENT RANGE Attack Pipe Smash None Short Other Break Time ARC KNOCK BACK POWER EFFECT 40

REQUIREMENTS DEVEL TIMING

MISSION, BEFORE AN ECCENTRIC VISITOR

SUB MISSION

### DIRECTIONS

- Talk to Elef at the bridge in the Dorse Region - Adien Region about the Bridge's Blueprints
- Talk to Virginia in the Peaceful Pony Inn.
- Return to Elef with the Bridge's
- Blueprints.
  Talk to Elef again when the bridge

SCHEDULE (BEFORE MEETING PARSEC) 2000 CO

SKITO

0:00 In the shed 15:20 Dorse Regio 6:20 Oorse Region—Adien Region

CHEDULE (AFTER MEETING PARSEC) EXTEXTEXTEXTEXT 0:00 Peaceful Pony Inn Diner 2:15 Peaceful Pony Inn

12:10 Peaceful Pony Inn 2nd Floor 12:25 Peaceful Pony Inn 12:30 Peaceful Pony Inn Diner



CHARACTER DATA

Robe of Order Element

Pluto's Trophy

[pg288]

Reference

THOUGHT PROCESS

BRAVE > BRAVE > BRAVE

HUMANS

ELENA OLACION ORDER'

Elena is a priestess of the Olacion Order. She and her twin sister, Adina, serve Anastasia and are always found by her side. She was brought up to be an elite doctor specifically to provide medical care to the Ryans. She is very talkative and has a violent temper. She would give her life for Anastasia

EXP DAGOL DROP

POY PAR BLD BND FRZ

DV HP ATK DEF EVA DCK

75 1744 228 245 168 150

MAX 2356 289 322 220 192 0

x x x x CON CUR PET DTH

x x x x

265 81 62 45 49

87 469 101

\* \* \* \*

RESISTANCES

0

50 1106 165 166 115 106

SKILL

PREVENT STEAL

 $\Theta$ 

WILLINGNESS TO ACCEPT ORDERS

ENCOUNTER

ATTACKENEMY CURE FRIEND BACKUP BE BATT BACKAWAY PLAY DEAD CONUTS USEVOLTY POSSIBLE

ATTACKS TYPE NAME ELEMENT RANGE Attack Poison Gas Attack Fog of Chaos SE Long Restore Recovery Ray SE Attack Waving Wind SE Long EFFECT

ARC Poison 2.0 0 Confuse 3.0 lestores 40% of Target's Ma

RELATIONSHIP CHART sister who's

Younger twin scary when she gets mad NALSHAY One-sided love hrotho Working for her gives her life meaning Bad tempered

ANASTASIA

REQUIREMENTS

DEVEL TIMING INDEPENDENT MISSIONS

SUB MISSION VEXALIBUS VERMIN AND SMILDOON

### DIRECTIONS

Tell Nalshay in Morfinn's Clinic 2nd Floor about your adventure with the

Crocogator. On a second day, tell Nalshay about the Vareth Magic Institute's rat

On a third day, tell Nalshay about your search for a Smilodon Fang

Talk to Elena

| ĸ.  | al | 趸 |   | 3 |   |    |  |
|-----|----|---|---|---|---|----|--|
| 500 | MF |   | n | ~ | n | 60 |  |

| THE  | LOCATIVON                     |       | ROCATION                     | THE   | DOGATION                      | THE   | LOCATION                      |
|------|-------------------------------|-------|------------------------------|-------|-------------------------------|-------|-------------------------------|
| 0:00 | Elena's Home                  | 8:00  | Mortal Tree Hallway          | 13:05 | Olacion Order Shrine (1)      | 19.55 | Olacion Order Shrine (1)      |
| 3:10 | White Town of Stars and Faith | 8:20  | Olacion Order Shrine (2)     | 13:45 | Olacion Order Shrine (2)      | 20:05 | Olacion Order Shrine (2)      |
| 3:30 | Morfinn's Clinic              | 8:35  | Olacion Order Shrine (1)     | 13:55 | Mortal Tree Hallway           | 20:20 | Mortal Tree Hallway           |
| 3:35 | Morfinn's Clinic 2nd Floor    | 9:10  | Path to the Sun              | 14:15 | Anastasia's Room              | 20:40 | Anastasia's Room              |
| 6:10 | Morfinn's Clinic              | 9:30  | Vancoor Square               | 15:40 | Mortal Tree Hallway           | 21:25 | Mortal Tree Hallway           |
| 6:20 | White Town of Stars and Faith | 10:00 | Yellow Town of Sun and Glory | 15:55 | Olacion Order Chapel          | 21:45 | Olacion Order Shrine (2)      |
| 6:55 | Olacion Order Shrine (1)      | 10:15 | San Patty Accessories        | 16:15 | Olacion Order Shrine (1)      | 22:35 | Olacion Order Shrine (1)      |
| 7:05 | Olacion Order Shrine (2)      | 12:00 | Yellow Town of Sun and Glory | 16:25 | White Town of Stars and Faith | 22:45 | White Town of Stars and Faith |
| 7:20 | Mortal Tree Hallway           | 12:15 | Vancoor Square               | 17:15 | Waldo General Store           | 23:00 | Elena's Home                  |
| 7:30 | Anastasia's Room              | 12:45 | Path to the Sun              | 19:05 | White Town of Stars and Faith |       |                               |







Elmo is a young kid who is part of the Void Community because he thinks being 'bad' is cool. His innate innocence, however, means he does not really fit in. He is a cheerful, friendly kid who is unselfishly devoted to those

EXP DAGOL DROP ENCOUNTER

# 

| 1  | Heat Dagger<br>Flement Fire | RES | ISTA | NCES   |          |       |
|----|-----------------------------|-----|------|--------|----------|-------|
|    | Element Fire                | P07 | PAR  | BLD    | BND      | FRZ   |
|    | Chrome Clothes              | 817 | CON  | CUR    | PET      | DTH   |
| D, | Element None                | ×   | ×    | ×      | ×        | ×     |
|    |                             | 000 | 000  | CTT CO | 23. (20) | mcon_ |

| ×     | ×    | 3   |     | ×   | ×    |
|-------|------|-----|-----|-----|------|
| 00    | (AP  | ATK | DEF | EVA | DCX. |
| 13    | 360  | 80  | 60  | 87  | 41   |
| 25    | 673  | 104 | 87  | 111 | 64   |
| 50    | 1325 | 155 | 143 | 163 | 112  |
| 75    | 1978 | 206 | 199 | 215 | 160  |
| MAX   | 2604 | 255 | 253 | 265 | 206  |
| GRADE | 0    | Ε   | E   | В   | C    |

| THOUGHT PROCESS       | SKTLL         |   | _ |   |
|-----------------------|---------------|---|---|---|
| BRAVE > TIMIO > TIMIO | PREVENT BLAZE | * |   | ☆ |

# WILLINGNESS TO ACCEPT ORDERS

| 1 | POSSIBLE  | CAN'T ENACT    | BACKUP   | BEBALT      |
|---|-----------|----------------|----------|-------------|
| - | BACK AWAY | PLAY DEAD      | POSSIBLE | POSSIBLE    |
| - | POSSIBLE  | POSSIBLE       | POSSIBLE | CAN'T ENACT |
|   | ATTACKS   |                | * 7: 184 | 1,1417      |
|   | TYPE NAME |                | ELEMENT  | RANGE       |
|   |           | Cutting Knives | Fire     | Short       |
|   |           |                |          |             |

| 2000            | Attack | 1 Cutting K | nives | Fire   | Short |
|-----------------|--------|-------------|-------|--------|-------|
| Attack 2 Thrust |        |             |       | Fire   | Short |
| 3               | ARC    | KNOCK BACK  | POWER | EFFECT |       |
| 1               | 90     | 0.5         | 0.8   | -      | 200   |
| 1               | 40     | 0.5         | . 1   | -      | _     |

# RELATIONSHIP CHART

Greatly admires Rather annoying Doesn't know how Always hang out



REQUIREMENTS NEVEL TO MINO OF FATE OR THE COCOON TREE

DIRECTIONS Talk to him

Accept his challenge and defeat him

# 

| THE ROCATION                 | THE DOGGTON                    | TIME DOGATION                |                              |
|------------------------------|--------------------------------|------------------------------|------------------------------|
| 0:00 Void Community Office   | 13:00   Club Vampire 2nd Floor | 17:45   Beast Pit (4-3)      | 19:05 Noid Community Office  |
| 11:10 Void Community Hallway | 14:45 Club Vampire             | 18:25 Club Vampire           | 20:30 Void Community Unice   |
| 11:15 The Vampire Casino     | 15:00 Beast Pit (34)           | 18:40 The Vampire Casino     | 23:10 Void Community Hallway |
| 11:20 Club Vampire           | 15:40 Beast Pit (1)            | 18:55 Void Community Hallway | 23.10 Wold Community Office  |
|                              |                                | Test demindred House         | 1                            |

# THE TOP FIVE ATK TALLY!

CHARACTER DATA









# NON-HUMAN SIDE













ELWEN

THEATER VANCOOR

Chief of Theater Vancoor. Polite and calm, she encourages people to do the right thing Alfred, the bearer of the Avcoor, had a follower by the name of El. When Alfred passed away, El became Elwen, and she constructed the warrior guild Many fairy creatures and dragons know her personally,

| 9999   | DAGOL<br>300 | DROP<br>CLEANSING STONE, GROWTH STONE | ELWEN |
|--|--------------|---------------------------------------|-------|
| Territoria de la constantina della constantina d |              |                                       |       |



# LLWEN (CONT.)

### CHARACTER DATA

# 

# Element None Ancient Mail

Element None

Power Stone

Reference [Pg288]

| RES | ISTAN | ICES  |   |
|-----|-------|-------|---|
| POI | PAR   | BLD   | ֡ |
| BLZ | CON   | OD .  |   |
| 0   | 0     | 0     |   |
| 100 | CP (  | TK DE | ֡ |

60 3300 288 75 4030 346

| RES      | ISTAN | CES   |       |          |
|----------|-------|-------|-------|----------|
| POI      | PAR   | BLD   | BND   | FRZ      |
| 0        | 0     | 0     | 0     | 0        |
| BLZ<br>① | CON   | CUR   | PET   | DTH<br>O |
| 200      | ~     | ~~    |       |          |
| LV       | HP A  | TK DE | FELVA | LCK      |

MAX 5200 438 455 234 360

| PE  | 0           | ⊙<br>DTH |   |
|-----|-------------|----------|---|
|     | 0           | 0        |   |
| EF  | <b>3</b> 20 | DC3      | - |
| -   | -           | -        |   |
| -   | -           |          | B |
| 253 | 192         | 267      | ı |
| 331 | 208         | 302      |   |

| GRADE       | A       | A     | S       | В      | A  |
|-------------|---------|-------|---------|--------|----|
| STTO.       | 201201  |       |         |        |    |
| KING O      | F OAY   | 1     | 1       | FIF.   | 10 |
| - extremone | -       | 1.    | 1       |        |    |
| THOU        | GHT     | PROC  | ESS     |        |    |
| STANDA      | RD > S1 | ANDAF | 10 > ST | ANDARE |    |

# WILLINGNESS TO ACCEPT ORDERS

| ij | WILLEAM      | and the same |          |          |
|----|--------------|--------------|----------|----------|
| 9  | ATTACK ENEMY | CURE FRIEND  | BACKUP   | BE BATT  |
| 7  | POSSIBLE     | CAN'T ENACT  | POSSIBLE | POSSIBLE |
| j  | BACK AWAY    | PLAY DEAD    | GONUTS   | USEVOLTY |
|    |              |              |          | POSSIBLE |
| ľ  | OOOIDEE      | OGGIDEE      | OGGIDEC  | OOOIDEC  |

| POSSIBLE | W     | POSSIBLE   |       | POSSI |         |     | SIBLE  |
|----------|-------|------------|-------|-------|---------|-----|--------|
| ATTAC    |       |            |       |       |         |     |        |
| TYPE     | NAM   | 3          |       |       | ELEMENT |     | RANGE  |
| Attack   | Fant  | asia       |       |       | None    |     | Medium |
| Attack   | Reve  | rse Fanta: | sia   |       | None    |     | Medium |
| Attack   | Strea | aming Swo  | ord   |       | None    |     | Medium |
| Attack   | Heav  | enly Thro  | w     |       | None    |     | Medium |
| Volty    |       | ant Sword  |       |       | None    |     |        |
| ARC      | KN    | OCK BACK   | POWER | =     | EFFECT. |     |        |
| 90       |       | 1          | 0.    | 9     |         |     |        |
| 90       |       | 1          | 0.    | 8     |         | _   |        |
| 200      |       | 0.5        | 1.    | 2     |         | _   | -      |
| 40       |       | 0.6        | 1.    | 2     | Knoc    | ksl | Jpward |
| _        |       | 1.3        | 8     | 5     | Kno     | ock | Back   |

REQUIREMENTS LEVEL TUMING

# DIRECTIONS

- Recruit all the characters from Theater Vancoor
- Talk to Elwen in the Chief's Room @ between 20:55 and 7:00 or the Charnel between 23:30 and 15:30.
- Fight her and win.

# MEMBERS OF THEATER VANCOOR

| NAME    | PAGE   |
|---------|--------|
| Aldo    | [pg20] |
| Alicia  | [pg21] |
| Bruce   | [pg25] |
| Caesar  | [pg26] |
| Carlos  | [pg26] |
| Conrad  | [pg30] |
| Daniel  | [pg33] |
| David   | [pg33] |
| Dennis  | [pg34] |
| Gareth  | [pg46] |
| Gene    | [pg47] |
| Gerald  | [pg48] |
| Gordon  | [pg51] |
| Gregory | [pg52] |
| Jarvis  | [pg56] |
| Rolec   | [pg72] |
| Thanos  | [pg79] |
| Walter  | [pg82] |

# SCHEDULE SE CONTROL DE CONTROL DE

| TUM  | LOCATION                           | TIME  | LOCATION                   |       | ROGATION.                          | W  |
|------|------------------------------------|-------|----------------------------|-------|------------------------------------|----|
| 0:00 | Chief's Room                       | 10:05 | Path of the Spider I (7)   | 18:05 | Path of the Spider I (5)           | И  |
| 7:15 | Theater Vancoor 4th Floor          | 10:25 | Path of the Spider I (16)  | 18:50 | Path of the Spider I (4)           | и  |
| 7:25 | Theater Vancoor 3rd Floor          | 10:45 | Path of the Spider I (17)  | 19:10 | Path of the Spider I (3)           | И  |
| 7:35 | Theater Vancoor 2nd Floor          |       | Path of the Spider I (18)  | 19:40 | Cell                               | ı  |
| 7:45 | Theater Vancoor 1st Floor          | 12:00 | Path of the Spider I (20)  | 19:55 | Theater Vancoor Basement 2nd Floor | П  |
| 7:55 | Theater Vancoor Basement 1st Floor | 12:30 | Path of the Spider Charnel | 20:05 | Theater Vancoor Basement 1st Floor | ı  |
| 8:05 | Theater Vancoor Basement 2nd Floor | 15:40 | Path of the Spider I (20)  | 20:15 | Theater Vancoor 1st Floor          | N  |
| 8:15 | Cell                               |       | Path of the Spider I (18)  | 20:25 | Theater Vancoor 2nd Floor          | а  |
| 8:30 | Path of the Spider I (3)           |       | Path of the Spider I (17)  | 20:35 | Theater Vancoor 3rd Floor          | ı. |
| 9:00 | Path of the Spider I (4)           | 17:25 | Path of the Spider I (16)  | 20:45 | Theater Vancoor 4th Floor          | 1  |
| 9:20 | Path of the Spider I (5)           | 17:45 | Path of the Spider I (7)   | 20:55 | Chief's Room                       | 0  |
|      |                                    |       |                            |       |                                    | 4  |





Eon is a member of the Void Community, Also known as the Conductor, he grew up in the wild among animals. He was scouted by the bandit guild due to his ability to control all kinds of wildlife. He is always seeking to make the world a safer place for animals. He loves nature and fauna: he likes humans a little less.

DAGOL DROP

ENCOUNTER



Steal 1.5

Blaze 1.2



RELATIONSHIP CHART

His master

The target of

Doesn't know wha

# CHARACTER DATA

# PARA DE LA PARA DEL PARA DE LA PARA DEL PARA DE LA PARA DEL PARA DELA PARA DEL PARA DEL PARA DELA PARA DEL PARA DEL PARA RESISTANCES

|   | Kogitsunemaru<br>Element None  |   |
|---|--------------------------------|---|
|   | Chrome Clothes<br>Element None | I |
| _ |                                |   |

Thief Bangle Reference [Pg287]

THOUGHT PROCESS

BRAVE > BRAVE > TIMIO

| 1    | NZ | CON  | CVI  |      | ×   | ×   |
|------|----|------|------|------|-----|-----|
|      | *  | ×    | 1    |      | *   | ×   |
|      | LV | HP-  | ATK. | DEF. | EVA | LCK |
|      | 10 | 189  | 68   | 54   | 62  | 38  |
|      | 25 | 595  | 100  | 83   | 85  | 77  |
| rd I | 50 | 1271 | 1EA  | 121  | 125 | 144 |

POT PAR RID RND FRZ

| 000   | 000  | OCT. | 2   | cm. | nom |
|-------|------|------|-----|-----|-----|
|       |      |      | DEF |     |     |
| 10    | 189  | 68   | 54  | 62  | 38  |
| 25    | 595  | 100  | 83  | 85  | 77  |
| 50    | 1271 | 154  | 131 | 125 | 144 |
| 75    | 1948 | 208  | 180 | 164 | 210 |
| MAX   | 2597 | 260  | 227 | 202 | 274 |
| GRADE | 0    | D    | E   | C   | A   |

| CKALL        | - |   |   | - | - |
|--------------|---|---|---|---|---|
| PREVENT BINO | * | ☆ | ☆ | ŵ | Ŕ |

| WILLINGNESS TO ACCEL TO REPEAT |              |             |          |             |  |
|--------------------------------|--------------|-------------|----------|-------------|--|
|                                | ATTACK ENEMY | CURE FRIEND | BACKUP   | BE BATT     |  |
|                                | POSSIBLE     | CAN'T ENACT | POSSIBLE | POSSIBLE    |  |
|                                | BACK AWAY    | PLAY DEAD   | CONUTS   | USEVOLT     |  |
|                                |              | POSSIBLE    | POSSIBLE | CAN'T FNACT |  |

| ATTACKS  |    |            |       |         |         |  |
|----------|----|------------|-------|---------|---------|--|
| TYPE     | M  | ME         |       | ELEMENT | RANGE   |  |
|          |    | Hard Thr   |       | None    | Short   |  |
| Attack   | E  | Ninja Slic | е     | None    | Short   |  |
| Attack   | St | eal        |       | None    | Short   |  |
|          | GL | npowder Ba | II    | None    | Long    |  |
| ARC KNOC |    | KNOCK BACK | POWER | EFFECT  |         |  |
| 40       |    | 0.5        | 1     | Break   | s Parry |  |
| 120      |    | 0.5        | 1.2   | Bin     | d 1.0   |  |

REQUIREMENTS LEVEL TUNING

### DIRECTIONS

- Talk to Eon talk about his sick rats o in the Void Community Torture Room between 23:10 and 2:40.
- Retrieve the medicine from Nask in the Waldo General Store. Return to Eon in the Torture Room,
- and give him the medicine. If you talk to Morfinn, he tells you to talk

to Nask.





# CHEDITE OF GOOD ON GOO

| THE REAL PROPERTY.   | BUIL CARLSTONIO         | NOC   | a consistence and a consistenc | COLEN |                              | 3/2/(0) | 0)0000000000000000000000000000000000000 |
|--|-------------------------|-------|--|-------|------------------------------|---------|---|
| TUME   | LOCATION                | 3:50  | LOCATION   | THE   | DOCATION                     | 80003   | DOGATION .                              |
|  |                         |       | Beast Pit (3-4-8-6-5)  | 19:50 | Path to the Beast Pit        |         | Void Community Hallway                  |
| 2:50   | Void Community Basement | 5:10  | Eon's Room   | 20:00 | Black Town of Night and Lust | 22:45   | Void Community Basement                 |
| 3:05   | Void Community Hallway  | 8:10  | Beast Pit (5-6-8-4-1)  | 20:50 | Beast Pit (2-1-4-3)          | 23:00   | Void Community Torture Room             |
| 3:20   | The Vampire Casino      | 9:05  | Beast Pit (2)  | 22:00 | Club Vampire                 |         |   |
| 3:35   | Club Vampire            | 17:00 | Blue Town of Water and Wisdom (2)  | 22:10 | The Vampire Casino           |         |   |
| Charles and the last of the la |                         |       |  |       |                              |         |   |

\*\*\*\*



# VARETH MAGIC INSTITUTE

Ernest is a mysterious person who no one really knows. Cecil claims he was drawn to the cursed sound of his voice and welcomed him to the Vareth Magic Institute. Nobody has ever had a decent conversation with him because he just spits out odd words and phrases that make little sense. This is all fine with him—he doesn't like talking to people anyway.

ENCOUNTER FERNEST SUBURDINATE MAGE(A) X2, HEAVY GUARDSMAN(A



# CHARACTER DATA

THOUGHT PROCESS

BRAVE > BRAVE > BRAVE

| Element None                | P07       | PAR  | BLC |     |
|-----------------------------|-----------|------|-----|-----|
| Vareth Uniform Element None | 21.7<br>* | CON  | CU, | 3   |
|                             | 002       | AP   | ATK | DEF |
| Protect Shell               | 14        | 223  | 75  | 73  |
| Reference [Pq287]           | 25        | 533  | 102 | 104 |
|                             | 50        | 1238 | 163 | 177 |
|                             | - 75      | 10/2 | 224 | 240 |

| RESISTANCES |     |     |     |     |  |  |  |
|-------------|-----|-----|-----|-----|--|--|--|
| P07         | PAR |     | BND | FRZ |  |  |  |
| BLZ         | -   | CUR | PET |     |  |  |  |

MAX 2620 283 318

GRADE 0 D

PREVENT BLIND | \*

SKILL

EVA CCX

45 64

109 43

154 54

197

| WILLINGNE                | SS TO ACCI  | EPT ORDERS |
|--------------------------|-------------|------------|
| ATTACK ENEMY<br>POSSIBLE | CURE FRIEND | POSSIBLE   |

| POSSIBLE | POSSIBLE       | POSSIBLE  | CAN'T ENACT |
|----------|----------------|-----------|-------------|
| ATTACK   |                | -         |             |
| Attack   | Dark Meteo     | E EME     |             |
| ARC      | KNOCK BACK POL | ER EFFECT | te   Long   |

1.6

POSSIBLE

# **GATHERING FRIENDS**

# REQUIREMENTS

9 FRIEND TUTORIAL

# DIRECTIONS

- Talk to Ernest and agree to lend him a record.
- Choose one of the records from the table (see below).
- Talk to Ernest after waiting at least one day.

| The state of | RECORD              | LOCATION                          |
|--------------|---------------------|-----------------------------------|
| 1            | Elf Region          | Pitt-City of Flower Meeting Area  |
| 2            | Distortion Corridor | Dropped—Shrine Knight             |
| 3            | Shrine of Fray      | Dropped—Crystaria                 |
| 4            | Shangri La          | Pitt-City of Flowers Meeting Area |
| 5            | Goblin Haven        | Pitt-City of Flowers Meeting Area |
| 6            | Earth Valley        | Pitt—City of Flowers Meeting Area |
| 7            | Algandars Castle    | Dropped—Archdemon                 |
| 8            | Invasion            | Donkey-Dorse Region (6)           |
| 9            | Earth Dragon Attack | Donkey-Dorse Region (6)           |
| 10           | Dwarf Tunnel        | Donkey-Dorse Region (6)           |
| 11           | Tension             | Donkey-Dorse Region (6)           |
| 12           | Conspiracy          | Donkey-Dorse Region (6)           |
| 13           | War                 | Donkey-Dorse Region (6)           |
| 14           | Borgandiazo         | Pitt—City of Flowers Meeting Area |
| 15           | Ocho Region         | Pitt-City of Flowers Meeting Area |

| A  | RECORD             | COGATION                          |
|----|--------------------|-----------------------------------|
| 16 | Battle 1           | Donkey—Dorse Region (6)           |
| 17 | Battle 2           | Donkey-Dorse Region (6)           |
| 18 | Battle 3           | Donkey-Dorse Region (6)           |
| 19 | Uber-Enemy 1       | Donkey-Dorse Region (6)           |
| 20 | Uber-Enemy 2       | Donkey-Dorse Region (6)           |
| 21 | Final Battle       | Dropped—Gold Dragon               |
| 22 | Defeat             | Donkey-Dorse Region (6)           |
| 23 | Gabriel Celesta    | Dropped—Gabriel Celesta           |
| 24 | Ethereal Queen     | Dropped—Ethereal Queen            |
| 25 | Adien Region       | Pitt—City of Flowers Meeting Area |
| 26 | Dichett Region     | Pitt-City of Flowers Meeting Area |
| 27 | Sediche Region     | PittCity of Flowers Meeting Area  |
| 28 | Dysett Region      | Pitt—City of Flowers Meeting Area |
| 29 | Gold Dragon Castle | Dropped-Wind Cell                 |

Knock Back

|       |                                   | J. C. Your | OLNOLIONOLION               |        | DE LO ENO ENO ENO      | DENO  |   |
|-------|-----------------------------------|------------|-----------------------------|--------|------------------------|-------|---|
| THATE | LOCATION                          | 50003      | NOGATION .                  | FIRES- | LOCATION               | 50003 | DOGG TO THE TOTAL OF THE TOTAL |
|       | Ernest's Apartment                | 9:35       | Cafeteria                   | 13:30  | Moon Tower Interior    | 14:15 | Blue Town of Water and Wisdom (2)   |
|       | Teagle Apartments 1st Floor       | 9:45       | Moon Tower                  | 13:40  | Moon Tower             | 22:20 | Teagle Apartments 1st Floor   |
| 8:50  | Blue Town of Water and Wisdom (2) | 9:55       | Moon Tower Interior         | 13:50  | Cafeteria              | 22:30 | Ernest's Apartment  |
| 9:20  | Vareth Magic Institute            | 10:05      | Moon Tower Research Lab (2) | 14:00  | Vareth Magic Institute |       | 1   |
|       |                                   | -          |                             |        | <del></del>            |       |   |

# EUGENE

# OLACION ORDER

Eugene is a follower of the Olacion Order. He has never finished a task alone: he's always thinking of ways to get other people to finish his jobs. He only entered the priest guild because he thinks that he'll be able to use miracles to help him with his chores and other work. He spends most of his time thinking of ways to lead an easier life.

EXP DAGOL DROP 80 157 MUSTARO POWOER ENCOUNTER



LTV

### CHARACTER DATA

# e de la companie de l

ATTACKS

| A THE | Robe of Order     | RESISTANCES |     |     |        |       |  |  |
|-------|-------------------|-------------|-----|-----|--------|-------|--|--|
|       | Element None      | POT         | PAR | BLD | BND    | FRZ   |  |  |
| 5     | Power Bangle      | BIZ         | CON | CUR | PET    | DTA   |  |  |
| H-3   | Reference [pg287] | 002         | W   | *   | 73-137 | × 007 |  |  |

|       |              |             |          | - 30      |
|-------|--------------|-------------|----------|-----------|
| Nacco | ATTACK ENEMY | CURE FRIEND | BACKUP   | BE BAT    |
|       | POSSIBLE     | CAN'T ENACT | POSSIBLE | POSSIBLE  |
|       | BACK AWAY    | PLAY DEAD   | GONUTS   | USE VO    |
|       | POSSIBLE     | POSSIBLE    | POSSIBLE | CAN'T ENA |

WILLINGNESS TO ACCEPT ORDERS

| 1 |     |            | JIREMENIS   |  |  |  |  |
|---|-----|------------|---|--|--|--|--|
|   | LEV | EL         | FRIENO TUTORIAL   |  |  |  |  |
|   | DI  | DIRECTIONS |   |  |  |  |  |
|   | 0   | Tal<br>Car | k to him when he is drinking ir<br>rl's Pub between 20:10 and 1:5 |  |  |  |  |
|   | You | may        | have to talk to Eugene more than                                  |  |  |  |  |

once to get him to join.

RELATIONSHIP CHART

| BRAVE > TIMIO > TIMIO |  |
|-----------------------|--|
|                       |  |
| G79700                |  |

DEFENSE PL

| MIO > TIMIO                                  | _     | 100           | 00  | 20  | 74  | 45 |
|--|-------|---------------|-----|-----|-----|----|
| VIIU > I IIVIIU                              | 25    | 564           | 112 | 52  | 74  | 51 |
|  | 50    | 1090          | 181 | 89  | 120 | 9; |
| under la | 75    | 1616          | 250 | 126 | 166 | 13 |
| US ★ ☆ ☆ ☆ ☆                                 | MAX   | 2120          | 316 | 162 | 210 | 16 |
|  | GRACE | E             | C   | E   | C   | 0  |
|  |       | A WALL STREET |     | -   |     | _  |

| TYPE N      | IAME  |       | ELEMENT  | RANGE  |
|-------------|---|-------|--|--|
| Attack      | 1 Fighting J  | ab    | None   | Short  |
| Attack      | 2 Kick Ass  |       | None   | Short  |
| ARC         | KNOCK BACK  | POWER | EFFECT   | The Contract of the Contract o |
| 40          | 0.5   | 0.7   | -  | -  |
| 40          | 1   | 1     | -  | _  |
| CONTROLOGUE | CONCESSION OF THE PARTY OF THE |       | The same of the sa | 100000000000000000000000000000000000000  |

RELATIONSHIP CHART

10 and 1:50.

| CHEDULE TO GO |                                  |       |                               |       |                          |       |                |
|---|----------------------------------|-------|-------------------------------|-------|--------------------------|-------|----------------|
| THE   | LOCATION                         | THE   | LOCATION                      | TIME  | LOGATION                 | THE   | NOGATION       |
|   | Carl's Pub                       | 3:45  | Eugene's Home                 | 12:45 | Olacion Order Chapel     | 19:20 | Vancoor Square |
|   | Vancoor Square                   |       | Eugene's Home                 | 15:15 | Olacion Order Shrine (1) | 19:55 | Carl's Pub     |
|   | Yellow Town of Sun and Glory (2) | 12:05 | Path of Swords and Wisdom     | 15:30 | Olacion Order Shrine (2) |       |                |
| 2:40  | Yellow Town of Sun and Glory (1) | 12:10 | White Town of Stars and Faith | 18:25 | Olacion Order Shrine (1) |       |                |
| 2:50  | Path of Swords and Wisdom        | 12:30 | Olacion Order Shrine (1)      | 19:00 | Path to the Sun          |       |                |



# FARAUS

# VARETH MAGIC INSTITUTE

Faraus was born into a family of doctors. He studied medicine at the Olacion Order until he realized the imprecision of the art. He entered the mage guild to try to make medical treatment available to the general public. Though he is basically a gentleman, he can become arrogant toward those he regards as inferior.

DAGOL DROP ENCOUNTER
225 TOAOSTOOL POWOER FARAUS, APPRENTICE(A), LIGHT GUAROSMAN



# 

| 1 | Atmis<br>Element | Water  |  |
|---|------------------|--------|--|
| 1 | FIGHER           | AAGIGI |  |

Water

| RES | 151A | VLES |     |     |
|-----|------|------|-----|-----|
| P07 | PAR  | BLD  | BND | FRZ |
| 0   | ×    | ×    | ×   | 0   |
| 817 | CON  | CUR  | PET | DTH |

| WILLINGNE    | ESS TO ACCE | PT ORDE  | RS   |
|--------------|-------------|----------|------|
| ATTACK ENEMY | CURE FRIEND | BACKUP   | BE   |
|              |             | POSSIBLE | P03  |
| DOCTOR COMM  | mmoran      | common.  | -000 |

| 1 | Talks with him about health |
|---|-----------------------------|
| R | 777                         |

| SLZ_  | CON | CUR  | PET        | DTH=         |
|-------|-----|--|------------|--------------|
| ×     | ×   | ×  | ×          | ×            |
|       |     | lanc works   | lannessore | (management) |
| SKTLL |     | and the same of th | -T         | -            |

| POSSIE |     |     | OSSIBI |      |      | SSIB |
|--------|-----|-----|--------|------|------|------|
| W      | AP. | ATA | DEF    | EVA. | 1.CK |      |
| 9      | 165 | 58  | 70     | 38   | 41   |      |

| USEVOLUY    |              |
|-------------|--------------|
| CAN'T ENACT | GATHERING FR |
|             | REQUIREMENTS |

| THOU  | GHT   | PRO    | CESS    |
|-------|-------|--------|---------|
| BRAVE | > BRA | VE > I | PASSIVE |

| SKILL          |              |         |   |   |      |
|----------------|--------------|---------|---|---|------|
| PREVENT POISON |              | 公       | ☆ | ☆ | ☆    |
|                | and the last | Louisse | _ | - | hand |

| 9   | 165  | 58  | 70  | 38  | 41  |  |
|-----|------|-----|-----|-----|-----|--|
| 25  | 587  | 92  | 117 | 70  | 66  |  |
| 50  | 1248 | 146 | 191 | 121 | 106 |  |
| 75  | 1909 | 200 | 265 | 172 | 145 |  |
| Max | 2543 | 251 | 337 | 222 | 183 |  |

| LEVE) | FRIENO |    |
|-------|--------|----|
| DIRE  | CTIO   | NS |

|   | DI. | KLUIIOIII  |
|---|-----|--|
| - | 0   | Talk to Faraus in the Vareth Magic<br>Institute Infirmary between 4:00 an<br>14:00 or 19:05 and 22:05. |
|   |     |  |

Retrieve Faraus' old textbooks from Kain. Give the textbook to Faraus.

| A1 | IA | (I) | 10 |   |
|----|----|-----|----|---|
| -  | -  |     |    | × |

| EST | Attack | Frozen Sword Lv.1 |        | Water | Long | 0 | 0.5 | 1.7 | Freeze 1.0 |
|-----|--------|-------------------|--------|-------|------|---|-----|-----|------------|
| -   | Attack | Frozen Sword Lv.2 | 3 hits | Water | Long | 0 | 0.5 | 1.7 | Freeze 1.0 |
| -   | Attack | Frozen Sword Lv.3 | 5 hits | Water | Long | 0 | 0.5 | 1.7 | Freeze 1.0 |

|              |  |  | <b>ചരയെത്രെയ്യത്തെ</b> |
|--------------|--|--|------------------------|
|              |  |  |                        |
| SCHEDULE CAS |  |  |                        |
|              |  |  |                        |

| 11111 | Faraus' Residence                 | 177 N 3 | LOCATION                    | TYME  | LOCATION               | TIME  | DOGATION                          |
|-------|-----------------------------------|---------|-----------------------------|-------|------------------------|-------|-----------------------------------|
|       |                                   |         | Vareth Magic Institute      | 17:50 | Star Tower Interior    | 22:10 | Vareth Magic Institute            |
| 3:10  | Teagle Apartments 1st Floor       | 14:20   | Cafeteria                   | 18:30 | Star Tower             | 22:25 | Blue Town of Water and Wisdom (2) |
| 3:15  | Blue Town of Water and Wisdom (2) | 14:35   | Star Tower                  | 18:40 | Cafeteria              | 23:00 | Teagle Apartments 1st Floor       |
| 3:45  | Vareth Magic Institute            | 14:45   | Star Tower Interior         | 18:55 | Vareth Magic Institute | 23:10 | Home                              |
| 4:00  | Infirmary                         | 15:25   | Star Tower Research Lah (3) | 19:05 | Infirmary              | -     |                                   |



# VARETH MAGIC INSTITUTE

Felix was raised in an orphanage. Lord Ostracon insisted on having Felix enter the Vareth Magic Institute when his photographic memory became apparent. He is often mistaken for a woman because of his high voice. He is troubled by the fact that he has many male fans. He can be very brusque

ENCOUNTER

[FELIX, APPRENTICE(A), LIGHT GUAROSMAN(A) X2

# CHARACTER DATA

ATTACKS

Element Mage's Robe Element Water

RESISTANCES POT PAR BLD BND FRZ CON CUR PET DTH X X X A

AP ATR DEF EVA LCK 438 130 122 85 50 1037 193 182 131 150 1688 262 248 183 199 MAX 2313 328 311 232 245 GRADE D

THOUGHT PROCESS STANDARD > TIMIO > TIMID SKILL PREVENT BLAZE \* 0 0 WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY CURE FRIEND BACKUP BE BATT CAN'T FNACT POSSIBLE BACK AWAY PLAY DEAD GONUTS USEVOLTY

Attack Cold Arrow Lv.1 ELEMENT RANGE 4hits Water Long Attack Cold Arrow Lv.2 Water Long Attack Cold old Arrow Lv.3
KNOCK BACK PO Long Freeze 1.0 1.9 Freeze 1.0

Freeze 1.1

RELATIONSHIP CHART Is being stalked A regular Thinks he's a The owner of his favorite store Will never go there again One of his DAN

REQUIREMENTS LEVEL TUMING PEOPLE BEGIN TO CHANGE

DIRECTIONS

Talk to Ray C. Ross. As the president of the Vareth Magic Institute, he assigns both Derek and Felix to assist you. Talk to Felix.

# SCHEDULE PROPRIESTO PR

| CASM2 | -ACCOUNTY                         |  | CONTO DIO DIO DI                           | ien   | S DIVIDIO DI LO DI LO DI          | 31510  | (a) |
|-------|-----------------------------------|--|--|-------|-----------------------------------|--------|---|
|       | LOCATION                          | THE STATE OF THE S | LOGATITON                                  | 50003 | DOGATION                          | 57703- | 1000000                                 |
|       | Felix's Apartment                 | 7:30   | NOGATION Blue Town of Water and Wisdom (2) | 13:50 | Vareth Magic Institute            | 21:25  | Orso Apartments 1st Floor               |
| 5:35  | Orso Apartments 1st Floor         | 7:50   | Vareth Magic Institute                     |       |                                   |        | Felix's Apartment                       |
| 5:40  | Path to the Beast Pit             |  |  |       | Radiata Echidna Gate Entrance     |        |   |
| 5-55  | Blue Town of Water and Wisdom (2) | 8:10   | Library                                    |       |                                   | 23:00  | Felix's Apartment                       |
|       |                                   |  |  |       | Blue Town of Water and Wisdom (2) |        |   |
| 16:05 | Black Rose General Store          | 13:40  | Wareth Manie Institute 2nd Floor           | 20.55 | Doth to the Deast Dis             |        | (1)                                     |

Recruits



# ERNANDO OLACION ORDER

Fernando is an archbishop of the Olacion Order. His life has been based on the teachings of the priest guild since he was a young boy. He acts in accordance with the voice of the gods in his head; his faith borders on fanaticism. He is on bad terms with Anastasia, who is trying to strengthen her faction by establishing herself as a faith healer

DAGOL DROP SAGE, EVASION BERRY

ENCOUNTER



# CHARACTER DATA

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**Dual Cloak** 

RESISTANCES POT PAR BLD BND FRZ × \* BLZ CON CUR PET DTH 0 0 0 0

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY CURE FRIEND BACKUP BE BATT CONUTS BACK AWAY PLAY DEAD USEVOLTY

| ATT. | A | C | ŀ | 0 | 3 |
|------|---|---|---|---|---|
| TVDE |   |   |   | M | 0 |

| Al IAU  | 72               |     |         |       |     |            |       |                                     |
|---------|------------------|-----|---------|-------|-----|------------|-------|-------------------------------------|
| TYPE    | NAME             |     | ELEMENT | RANGE | ARC | KNOCK BACK | POWER | EFFECT                              |
| Attack  | 1 Aerial Combo   |     | None    | Short | 40  | 0.5        | 1     | _                                   |
| Attack  | 2 Flying Swallow |     | None    | Short | 40  | 0.6        | 0.9   | Knocks Upward                       |
| Attack  | 3 Palm of Energy |     | None    | Short | 90  | 1.3        | 0.8   | 770.                                |
| Restore | Light of Life SE |     | _       | _     | -   | _          |       | Restores 70% of Target's Maximum HP |
| Attack  | lcy Blizzard SE  |     | Water   | Short | 0   | 0.5        | 0.3   | Freeze 3.0                          |
| Voity   | Kick Cannonade   | 0-0 | None    | _     | _   | 1.3        | 0.8   |                                     |
|         |                  | 0   | None    |       | -   | 1.3        | 0.9   | _                                   |
|         |                  | 0   | None    | -     | _   | 1.3        | 2.5   | Knock Back                          |

| 1 | W  | CP-  | AUG. | DEF | EVA | C   |
|---|----|------|------|-----|-----|-----|
| ١ | -  | -    | -    | -   | _   | -   |
| 1 | 43 | 1223 | 191  | 162 | 162 | 140 |
|   | 50 | 1486 | 218  | 187 | 172 | 153 |
| п | 75 | 2420 | 215  | 000 | 000 | 200 |

MAX 3332 408 369 244 246 GRADE B A A B

# THOUGHT PROCESS

STANDARD > STANDARD > STANDARD

SKILL \* \* \* \* 0 0

# Fernando (cont.)

### GATHERING FRIENDS

# REQUIREMENTS

NEVEL TUNING
38 PEOPLE BEGIN TO CHANGE

### DIRECTIONS

- Recruit all the characters from Fernando's Faction.
- Talk to Fernando in his room who he is meditating between 13:00 and 18:00.
- Fight him and win

| MEMBERS OF<br>FERNANDO'S FACTIO |   |
|---------------------------------|---|
| CHARACTER NAME PAGE             | - |

| CHARACTER NAME | PAGE   |
|----------------|--------|
| Achilles       | [pg17] |
| Alvin          | [pg21] |
| Edgar          | [pg37] |
| Flora          | [nn44] |

Godwin

# HEDULE CARONOCORO

Path of Swords and Wisdom White Town of Stars and Faith

|                          | 909   | <u>തലതലതലതലത്</u>        |
|--------------------------|-------|--------------------------|
| ON<br>lo's House         | THE   | DOGATION                 |
| o's House                | 10:25 | Olacion Order Shrine (1) |
| Order Shrine (2)         | 10:35 | Olacion Order Chapel     |
| Order Shrine (1)         | 12:50 | Universal Tree Hallway   |
| the Sun                  | 13:00 | Fernando's Room          |
| Square                   | 1B:10 | Universal Tree Hallway   |
| usm of Sun and Glony (2) | 19-25 | Ologian Order Chrine (1) |

B

FLAU VOID COMMUNITY Q

[pg49]

Anastasia took in Flau after she was left in front of the priest guild as a baby. She ran off to the bandit guild at the age of fourteen to find her parents. She is generally suspicious of people, but really opens up once someone wins her trust. She is basically a lone.

EXP DAGOL DROP ENCOUNTER
311 246 HERB EXTRACT FEATI

RELATIONSHIP CHART
Like an older
sister
Found her when she
was a baby
Partner
The woman who
raised her
Thickheeded
Comrades

19:05 Olacion Order Shrine (2)

20:30 Fernando's House

CHARACTER DATA

| Reven Claw | Element | Wind | PO7 | PAR | ELD | END | FRZ | Element | None | Element | None | Element | None | Element | Still Upper | Element |

Reference

BRAVE > TIMID > TIMID

|       | GRADE C       | В   | A | L        |        | C      |
|-------|---------------|-----|---|----------|--------|--------|
|       | SITTO         |     |   |          |        |        |
| Comme | WATER DEFENSE | *   | 슙 | ñ        | ¢      | ☆      |
| 5     |               | 200 | - | mayorid. | termo. | hanned |

WILLINGNESS TO ACCEPT ORDERS

AUTACEMENT QUEEFREED PACUP
POSSIBLE POSSIBLE POSSIBLE

CANTENACT POSSIBLE POSSIBLE

CANTENACT POSSIBLE CANTENACT
POSSIBLE CANTENACT

CA

| TTACKS |              |            |      |          |              |       |  |  |  |  |
|--------|--------------|------------|------|----------|--------------|-------|--|--|--|--|
| TYPE   | N            | ME         |      | Financia | ELEMENT      | RANGE |  |  |  |  |
| Attack | Ľ            | Hard Thru  | ıst  |          | Wind         | Short |  |  |  |  |
| Attack | 2 Double Cut |            |      | 0        | Wind         | Short |  |  |  |  |
|        |              |            |      | 0        | Wind         | Short |  |  |  |  |
| Attack |              | Steal      |      |          | None         | Short |  |  |  |  |
| IRC    |              | KNOCK BACK | POWE | R        | EFFECT       |       |  |  |  |  |
| 40     |              | 0.5        |      | 1        | Breaks Parry |       |  |  |  |  |
| 120    |              | 0.5        |      | 1        |              | _     |  |  |  |  |
| 130    |              | 0.5        |      | 4        | D' dio       |       |  |  |  |  |

0.2

Steal 3.0

GATHERING FRIENDS

REQUIREMENTS

CEVEL TIOUNS

— GANZ'S LETTER

DIRECTIONS

Talk to Flau.

SCHEDULE AND EXPLOSIONAL CONTROL OF THE WARREND CONTROL OF THE WARRE

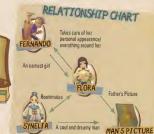
| TIME  | LOCATION                          | THE   | COGATO CON                        | 50003 | DOGGTOON                     | 50003 | DOGNION                          |
|-------|-----------------------------------|-------|-----------------------------------|-------|------------------------------|-------|----------------------------------|
| 0:00  | Path of Swords and Wisdom         | 11:50 | Olacion Order Shrine (1)          | 13:30 | Black Town of Night and Lust | 17:30 | Black Town of Night and Lust     |
|       | Star Tower                        | 11:55 | Confessional (1)                  | 13:45 | Beast Pit (21)               | 19:00 | Lyle's Mansion                   |
|       | Star Tower Interior               | 12:50 | Olacion Order Shrine (1)          | 14:05 | Chic Records                 | 19:15 | Vancoor Square                   |
| 9:30  | Observatory                       | 13:00 | Blue Town of Water and Wisdom (1) | 16:10 | Beast Pit (1-2)              |       | Yellow Town of Sun and Glory (2) |
|       | Blue Town of Water and Wisdom (1) | 13:10 | Blue Town of Water and Wisdom (2) | 16:20 | Levante General Store        |       | Yellow Town of Sun and Glory (1) |
| 11:20 | Olacion Order Shrine (2)          | 13:15 | Path to the Beast Pit             | 17:15 | Beast Pit (2)                |       | Path of Swords and Wisdom        |



LORA OLACION ORDER P

Flora is a head priesress of the Olacian Order. She is also the only doughter of Rivera, a famous doctor who is said to have the "hands of the gods." She has her father's stills and intelligence, though one would not thint so to look at her. As a Caring person, she devotes herself to helping others.

| XP TO SHOW THE     | DAGOL | DROP           | ENCOUNTER        |              |
|--------------------|-------|----------------|------------------|--------------|
| 4                  |       | LICOR CUTRA OF |                  |              |
| THE REAL PROPERTY. |       | TILLID EXTING! | FLORA, HEAVY GUA | RDSMAN(A) X3 |
|                    |       |                |                  |              |



0

# FLORA (CONT.)

### CHARACTER DATA

෧෨෧෨෧෨෧෨෧෨෧෨෧෨෧෨෧෨෧෨෧෨෧෧෧



THOUGHT PROCESS

| 1 | RESISTANCES |       |      |     |      |          |  |  |  |  |
|---|-------------|-------|------|-----|------|----------|--|--|--|--|
| - | POT         | PAR   | BLD  | B   | VD ( | FRZ      |  |  |  |  |
| ı | *           | CON   | 3    |     | *    | *        |  |  |  |  |
| ı | DLZ<br>X    | CUN X | LUI: |     | ×    | DTH<br>* |  |  |  |  |
| - | 002         | HP    | ATK  | DEF | EVA  | D.CK     |  |  |  |  |
|   | 5           | 112   | 40   | 36  | 60   | 58       |  |  |  |  |

50

GRADE D

STATUS CURE

75

SKM

603 85 92 110 93

1218 141 163 174 138

1833 198 234 237 183

ECA В

\* 0 0 0

MAX 2424 252 302 298 226

| ı       | -Accessory          | en en  | - CHARLES CONTRACT     | -  | -    | .~       |                    |
|---------|---------------------|--------|------------------------|--|------|----------|--------------------|
| ı       | POSSIBLE            | BUELLE | CURE FRYEN<br>POSSIBLE | POSSI  |      |          | BALT               |
|         | BACK AN<br>POSSIBLE | AY     | PLAY DEAD<br>POSSIBLE  | POSSI  |      | CAN      | EVOLT<br>I'T ENACT |
| Statem  | ATTAC               | KS     |                        | The same of the sa |      | Ameteria |                    |
| 20 Comm | Attack              | NAME   |                        |  | None |          | RANGE              |
|         | Restore             | Light  | of Life SE             |  | _    |          |                    |

WILLINGNESS TO ACCEPT ORDERS

# REQUIREMENTS

LEVEL TUMING FRIEND TUTORIAL

### DIRECTIONS

USEVOLTY

EFFECT

Restores 70% of Target's Maximu

- Talk to Flora to learn that she has lost her father's picture.
- Talk to Synelia at the reception desk in Morfinn's Clinic between 10:00 and 15:00. She gives you the picture. Give the picture back to Flora.

0.5

| Was in |  | KORK  | <u>୭୭୯୭୯୭୭୭୭୭</u> ୭                            | ACO. | ne de la companie de | <b>TO</b> | 100000000000                  |  |  |
|--------|--|-------|--|------|--|-----------|-------------------------------|--|--|
| 0.00   | NOCATION<br>IFlora's House   |       | LOCATION                                       | THE  | LOGATIZON  | TIME      | DOGATION                      |  |  |
| 4:40   | Flora's House  |       | Olacion Order Chapel<br>Universal Tree Hallway |      | Olacion Order Chapel   | 20:00     | White Town of Stars and Faith |  |  |
|        | White Town of Stars and Faith  | 13:20 | Fernando's Room                                |      | Olacion Order Shrine (1) White Town of Stars and Faith   | 22:25     | Flora's House                 |  |  |
|        | Olacion Order Shrine (1)   |       | Universal Tree Hallway                         |      | Flora's House  |           |                               |  |  |
|        | The state of the s |       |  |      |  |           |                               |  |  |



# FRANKLIN VARETH MAGIC INSTITUTE

Franklin entered the Vareth Magic Institute to try to discover a way to preserve his beauty forever. He will do anything to achieve his goal. He cares only about himself, and quickly disappears when he feels he won't profit from an activity. He spends most of his research time trying out different poses

DAGOL DROP

RESISTANCES

0

POT PAR BLD BND FRZ

CON CUR PET DITH

x x x x

AP ATK DEF EVA NCK

 185
 77
 68
 46
 62

 486
 109
 95
 69
 80

1143 178 152 116 118

1791 247 209 164 157

2413 313 263 210 194

D

ENCOUNTER



# CHARACTER DATA

Fire Vareth Uniform





THOUGHT PROCESS BRAVE > TIMID > TIMID

SKILL COMPLETE DEFENSE | \*

D

# WILLINGNESS TO ACCEPT ORDERS ATTACK ENEMY CURE FRIEND BACKUP

OSSIBLE BACK AWAY PLAY DEAD

POSSIBLE GONUTS

BE BATT USEVOLTY CAN'T ENACT

| ATTAC  | KS             |       | 1.76         |            |
|--------|----------------|-------|--------------|------------|
| TYPE   | NAME           |       | ELEMENT      | RANGE      |
| Attack | Snake Fire Lv. | 1     | Fire         | Medium     |
|        | Snake Fire Lv. | 2     | Fire         | Short      |
| ARC    | KNOCK BACK     | POWER | EFFECT       |            |
| 90     | 1              | 1.7   | Blaze 1.0, H | (nock Back |
| 90     | 1              | 17    | Blaze 10 k   | nock Back  |

student

RELATTONSHIP CHART

Attractive

Even if he is a teacher, FRANKL

Recruits

She's beautiful, but hard to approach

REQUIREMENTS LEVEL TUNING LINK TUTORIAL

# DIRECTIONS

Talk to him with a female character in your party.

| 20 111                    | MINE ENDICACIONO                  | NO LEA | <u>alexa exacte a la como la com</u> | (1)(1)(1) |                             | 100     | DODODODODO                        |
|---------------------------|-----------------------------------|--------|--|-----------|-----------------------------|---------|-----------------------------------|
| THE STATE OF THE PARTY OF | LOGATION                          |        | LOCATION   | THATE     | DOGATION                    | 500013- | DOGATION                          |
|                           | The Vampire Casino                |        | Teagle Apartments 2nd Floor  | 13:05     | Cafeteria                   |         | Vareth Magic Institute            |
|                           | Club Vampire                      |        |  | 13:15     | Moon Tower                  |         | Blue Town of Water and Wisdom (2) |
| 1:25                      | Beast Pit (3-4-1-2)               | 6:00   | Franklin's Apartment   | 13:25     | Moon Tower Interior         |         | Path to the Beast Pit             |
| 2:20                      | Black Town of Night and Lust      |        |  | 14:05     | Moon Tower Research Lab (3) |         | Black Town of Night and Lust      |
| 3:15                      | Path to the Beast Pit             | 12:10  | Teagle Apartments 1st Floor  | 16:15     | Moon Tower Interior         |         | Beast Pit (2-1-4-3)               |
|                           | Blue Town of Water and Wisdom (2) | 12:20  | Blue Town of Water and Wisdom (2)  | 16:55     | Moon Tower                  |         | Club Vampire                      |
| 4:15                      | Teagle Apartments 1st Floor       | 12:50  | Vareth Magic Institute   | 17:05     | Cafeteria                   |         | The Vampire Casino                |

to overlook the obvious things. He has a strong sense of professionalism meaning that he is committed to a job. Usually he only goes after small game, but depending on the money, he will hunt down any animal That is, as long as they're not too dangerous.

EXP DAGOL DROP ENCOUNTER

### CHARACTER DAT

# 

| Iron Knife  | None | RESISTANCES |     |       |       |  |  |  |
|-------------|------|-------------|-----|-------|-------|--|--|--|
| Farming Clo |      | POY<br>BLZ  | PAR | BLD   | BND   |  |  |  |
| Element     | None | 1 ×         | AP. | ATK D | EF EV |  |  |  |

SKILL

| UI       | PAK" | <b>BLL</b> | ) B | ND =  | FRZ= | п | ATTACK   | ENEMY_ | CURE FRIEND  | BACK  | UP.     | BE BA  | 77    |  |
|----------|------|------------|-----|-------|------|---|----------|--------|--------------|-------|---------|--------|-------|--|
| 17       | CON  | 3          |     | ×     | *    | - | POSSIBLE |        | POSSIBLE     | POSS  |         | POSSIE | LE    |  |
|          | CON  | CU         |     | 亚     | DTH  | 4 | BACKAN   |        | PLAYDEAD     |       |         |        | OLTY  |  |
| *        | *    | 1          |     | ×     | ×    | J | POSSIBLE |        | POSSIBLE     | POSSI | REF     | CANT   | NACT  |  |
| <b>V</b> | AP-  | ATK        | DEF | (EVA) | non- |   |          | red.   |              |       |         |        |       |  |
| 9        | 179  | 61         | 65  | 30    | 49   |   | ATTAC:   |        |              |       |         |        |       |  |
| 25       | 516  | 100        | 98  | 66    | 84   |   |          | NAME   |              |       | ELEMENT | RA     | NGE   |  |
| 50       | 1043 | 163        | 151 | 124   | 140  |   |          | Thrus  |              |       | None    |        | Short |  |
| 75       | 1570 | 225        | 204 | 182   | 195  |   | Attack   | Helme  | et Crush     |       | None    |        | Short |  |
| MAX      | 2076 | 285        | 255 | 238   | 249  | M |          |        | Ball         | _     |         | -      |       |  |
| RADE     | F    | 0          | E   | 0     | P    |   | ARC      | KNC    | CK BACK POWE | R     | EFFECT  |        |       |  |

0.5

WILLINGNESS TO ACCEPT ORDERS

THOUGHT PROCESS BRAVE > BRAVE > TIMID

| TIME  | IGarcia's House   | 50003 | DOGATION                |
|-------|-------------------|-------|-------------------------|
|       | Garcia's House    | 11:00 | Searches for prey       |
| 3:00  | Garcia's House    | 16:00 | Returns from hunting    |
| 7:15  | Septem Region (2) | 17:25 | Talks with Wal and Bran |
| 10:00 | Goes hunting      | 22:15 | Garcia's House          |

PREVENT POISON | \*

The master who

taught him hunting

RELATIONSHIP CHART

courageous natur

Worries that he's

too reckless

REQUIREMENTS LEVEL TURING

# DIRECTIONS

Wishes he'd be more cooperative GARCIA

BRAN

Restores 30% of Garcia's Maximum

Talk to Garcia in the Septem Region (2) between 7:15 and 10:00 or 17:25 or 22:00. He tells you that his two friends have gone missing.

Save Bran and Wal from an Iceburg in Septem Cave (2). Talk with Garcia outside his house in Septem Region (2).

Talk to Bran, Wal, and Garcia when they are gathered around talking.



THEATER VANCOOR

Gareth is a corporal of Theater Vancoor. He trains daily to improve his fencing skills. Lately, he stays mostly in his room doing meditative mank training. He is a very quiet man who speaks only when necessary and has few friends

40

EXP DAGOL DROP ENCOUNTER

Toughness Bangle Reference [pg287]

THOU

BRAVE

### CHARACTER DATA



| RI7<br>X | CON  | CU  | CUR PE |     | RZ<br>X<br>DUH<br>X |  |
|----------|------|-----|--------|-----|---------------------|--|
| 00       | (AP  | ATK | DEF    | EVA | DCB                 |  |
| 19       | 323  | 99  | 116    | 48  | 63                  |  |
| 25       | 519  | 116 | 133    | 55  | 72                  |  |
| 50       | 1339 | 187 | 206    | 87  | 110                 |  |
| 75       | 2150 | 250 | 270    | 110 | 140                 |  |

| LV    | mr_  | MIN. | <b>VET</b> | EVA | LLK |
|-------|------|------|------------|-----|-----|
| 19    | 323  | 99   | 116        | 48  | 63  |
| 25    | 519  | 116  | 133        | 55  | 72  |
| 50    | 1339 | 187  | 206        | 87  | 110 |
| 75    | 2158 | 258  | 279        | 119 | 149 |
| MAX   | 2945 | 326  | 348        | 149 | 186 |
| GRAOE | C    | C    | В          | E   | 0   |

|                 | UNAUE L              | 6 | D | 1 |   | U      | J |
|-----------------|----------------------|---|---|---|---|--------|---|
| GHT PROCESS     | SKID                 | _ |   |   | • |        |   |
| > BRAVE > TIMID | PREVENT FREEZE       | * | × | ☆ | Ø | ☆      |   |
|                 | Bennone and a second | - | - | - | - | berned | 1 |

# WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY, CURE FRIEND BACKUP BE BATT CAN'T FNACT POSSIBLE BACK AWAY PLAY DEAD CONUTS USEVOLTY

| ATTACK |            |       |         |        |
|--------|------------|-------|---------|--------|
|        | NAME       |       | ELEMENT | RANGE  |
| Attack | Power Sn   | nash  | Water   | Medium |
| Attack | 2 Knockdov | vn    | Water   | Medium |
| ARC    | KNOCK BACK | POWER | EFFECT  |        |
| 90     | 1          | 0.8   | Free    | ze 1.0 |
| 200 1  |            | 1.2   | Free    | ze 1.0 |

# RELATIONSHIP CHAR Whom he is Good friend

REQUIREMENTS LEVEL TUMING

### DIRECTIONS

Talk to him when he is training in the Theater Vancoor Training Facility between 3:00 and 6:30 or

Defeat him in the subsequent duel.

| STORE       | DOGATION   | 50003 | DOGATION                         | 50003 | DOGATION                         | TOTAL | DOGATION                  |
|-------------|--|-------|----------------------------------|-------|----------------------------------|-------|---------------------------|
| 0:00        | Gareth's Home  | 11:20 | Theater Vancoor 2nd Floor        |       | Begin Eatery                     |       | Theater Vancoor 2nd Floor |
| 2:25        | Path of Swords and Wisdom  |       | Theater Vancoor 1st Floor        | 14:40 | Yellow Town of Sun and Glory (2) |       | Path of Swords and Wisdom |
| 2:40        | Theater Vancoor 2nd Floor  |       | Yellow Town of Sun and Glory (1) | 16:15 | Yellow Town of Sun and Glory (1) | 22:50 | Gareth's Home             |
| 2:50        | Training Facility  | 11:55 | Yellow Town of Sun and Glory (2) | 16:25 | Theater Vancoor 1st Floor        |       |                           |
| 6:40        | Theater Vancoor 2nd Floor  |       | Begin Eatery                     | 16:45 | Theater Vancoor 2nd Floor        |       |                           |
| 6:50        | The Quarto Squad Locker Room   | 12:20 | Begin Eatery 2nd Floor           | 16:55 | Training Facility                |       |                           |
| La Liverina | The state of the s |       |                                  |       |                                  |       |                           |

# THEATER VANCOOR Although he's known for being a lone wolf, Walter convinced him to join the

warrior guild, and he's been hanging around ever since. However, he is not yet an official member of Theater Vancoor. He hates getting close to people and resents teamwork. He dislikes the system at Theater Vancoor, but he is slowly getting used to it.

EXP DAGOL DROP

# CHARACTER DATA



Element

THOUGHT PROCESS

BRAVE > BRAVE > BRAVE

Water



302 109 86 76 524 131 105 87

1320 210 175 126

2115 289 245 166

MAX 2879 365 313 205 GRADE C B C C

SKILL

PREVENT PETRIFY | \*

| WILLINGNESS TO     | ACCEPT    | ORDERS |
|--------------------|-----------|--------|
| ATTACKENENY CURE F | RIEND BAC | KUP    |

BE BATT POSSIBLE BACK AWAY PLAY DEAD USEVOLTY GONUTS

| J Put | SIDLE   | LUSSIDEE         | FU33 | IDLE  | AN I ENACI      |
|-------|---------|------------------|------|-------|-----------------|
| AT    | TACKS   |                  |      |       |                 |
| W.A   | ttack   | ME<br>Front Atta | ick  | None  | RANGE<br>Medium |
| A     | ttack E | Strike           |      | None  | Medium          |
|       | ttack E | KNOCK BACK       | Boom | None  | Medium          |
| AR    | 200     | ANUCK BACK       | O.9  | EUECO | -               |
|       | 40      | 0.5              | 1    |       | Marry .         |
|       | 200     | 0.5              | 0.9  | 1     |                 |

# RELATIONSHIP CHART WALTER Convinced him to join Theater Vancoor Worries about

REQUIREMENTS LEVEL TIMING FRIEND TUTORIAL

# DIRECTIONS

13

- Talk to Gene's mother, Barbena, in the Sword and Silver Coins Inn.
- Talk to Gene
- Do this five times, each time on a different day.

NCHEDIUS ON ONTO CONTROL ON THE PROPERTY OF A CONTROL OF CONTROL ON THE PROPERTY OF CONTROL ON THE PRO

| 57773 | DOGATION                              | CASALS-   | 0030533000                            | - CAMP | DOGATION                         | - 53377 | DOGATOON                              |
|-------|---------------------------------------|-----------|---------------------------------------|--------|----------------------------------|---------|---------------------------------------|
| 3:00  | Gene's Residence                      | William - | LOCATION<br>Theater Vancour 1st Floor | 18:00  | Yellow Town of Sun and Glory (2) | 10000   |                                       |
|       |                                       |           |                                       |        |                                  | 22:00   | Swords and Silver Coins Inn           |
| 7:55  | Swords and Silver Coins Inn 2nd Floor |           | Yellow Town of Sun and Glory (1)      |        | Yellow Town of Sun and Glory (1) | 22:15   | Swords and Silver Coins Inn 2nd Floor |
|       | Swords and Silver Coins Inn           |           | Yellow Town of Sun and Glory (2)      | 18:25  | Theater Vancoor 1st Floor        | 22:25   | Gene's Residence                      |
| 8:10  | Yellow Town of Sun and Glory (1)      | 14:55     | Begin Eatery                          | 21:40  | Yellow Town of Sun and Glory (1) |         |                                       |



# VARETH MAGIC INSTITUTE

Genius is a hard-working genius and the second son of the Weissheit family technicians. When he was seven, he broke the record for the youngest child to enter Vareth Magic Institute. He cannot help but continuously correct other people's misapprehensions. His hover disk transportation device is called a Rouguiche.

EXP DAGOL DROP ENCOUNTER

# CHARACTER DATA



Element

Magic Boost

THO

RESISTANCES

| P07 | PAR | BLD | B   | VD-   | FRZ      |
|-----|-----|-----|-----|-------|----------|
| BIZ | CON | COR |     | A.    | DTH      |
| 0   | 0   | 4   |     | A     | <b>A</b> |
| LV  | (AP | ATK | DEF | (EVA) | LCK      |
| 17  | 223 | 90  | 75  | 83    | 12       |

| CV    | HP   | ATK | DEF* | EVA: | LCK |
|-------|------|-----|------|------|-----|
| 17    | 223  | 90  | 75   | 83   | 12  |
| 25    | 443  | 115 | 99   | 97   | 25  |
| 50    | 1133 | 193 | 176  | 142  | 68  |
| 75    | 1822 | 272 | 253  | 186  | 111 |
| MAX   | 2484 | 348 | 326  | 229  | 153 |
| GRADE | D    | В   | В    | C    | E   |

| IGHT PROCESS                | SKTO      |
|-----------------------------|-----------|
| ARD > STANDARD > AGGRESSIVE | AUTO CURE |

# WILLINGNESS TO ACCEPT ORDERS

| TILLINGIAL   | 200 10 120 0- |        | The same of |
|--------------|---------------|--------|-------------|
| ATTACK ENEMY | CURE FRIEND   | BACKUP | BE BATT     |
|              | IMPOSSIBLE    |        | IMPOSSIBLE  |
| BACK AWAY    | PLAY DEAD     | GONUTS | USE VOLTY   |
|              | IMPOSSIBLE    |        | CAN'T ENACT |

| TYPE    | NAME        |        | ELEMENT R           | ANGE        |
|---------|-------------|--------|---------------------|-------------|
| Attack  | Wind Cutter | 3 hits | Wind                | Long        |
| Restore | Healing     |        | _                   |             |
| Attack  | Ice Missile | ~~~    | Water               | Long        |
| KC      | KNOCK BACK  | POWER  | EFFECT              |             |
| 0       | 0.5         | 0.8    |                     |             |
| -       | _           |        | Restores 30% of Gen | us' Maximum |



LORD NOGUETRA

Recruits

REQUIREMENTS LEVEL TUMING THE PAINTINGS

SUB MISSION

DIRECTIONS

1 Talk to him

SCHEDULE PROPRIETOR All Day Path of the Spider Hidden Room

# JERALD THEATER VANCOOR

Gerald is the deputy chief of Theater Vancoor. Known as Gerald the Iron Slasher, he is admired by warriors and feared by foes. His rough manner tends to scare others, but he is in fact laid-back and takes good care of his subordinates. In battle, his intuition and ability to grasp a situation quickly has led him to many victories. He is also the leader of the Zweit Squad

DAGOL DROP ENCOUNTER

Assists him precisely

RELATIONSHIP CHAR

### CHARACTER DATA

# e de la compansión de l

ATTACKS

| Oratorio<br>Element | Fire |  |
|---------------------|------|--|
|                     |      |  |

| 1 |  | -   |     |
|---|--|-----|-----|
| N | Control of the Contro |     | 100 |
| И | Requiem  |     |     |
| п |  | 41  |     |
| ı | Element  | AIF |     |
| 6 |  |     |     |

|   | Ciomone                | 711  |
|---|------------------------|------|
| M | Resist Coat<br>Element | None |
|   | Life Bangle            |      |

| Keterence [pg287]        |  |
|--------------------------|--|
| Language and Control     |  |
| CTANDARD STANDARD S DRAW |  |

|   | RESISTANCES |      |     |     |      |     |  |  |
|---|-------------|------|-----|-----|------|-----|--|--|
| ľ | P07         | PAR  | BLD | B   |      | RZ  |  |  |
|   | 31.7        | CON  | CUF | P P | ×    | DTH |  |  |
| ĺ | •           | ×    | 3   | -   | •    | ×   |  |  |
| 1 | W           | AP-  | ATK | DEF | SXA. | nc3 |  |  |
|   | W11/2       | -    |     |     |      |     |  |  |
|   | 44          | 1384 | 198 | 164 | 128  | 159 |  |  |
|   | 50          | 1649 | 220 | 188 | 134  | 167 |  |  |
|   |             |      |     |     |      |     |  |  |

| MAX     | 3815    | 403 | 386 | 18  | 88    | 241 | 3 |
|---------|---------|-----|-----|-----|-------|-----|---|
| GRADE   | A       | Α   | A   | 1   |       | В   |   |
|         | 250709  |     | -   | -   | -     |     |   |
| SKILL   |         |     |     |     | 0.001 |     | 1 |
| FIGHTIN | G SPIRI | 1 + | *   | 175 | ÷     | 14  | ľ |

2754 314 289 161 205

# WILLINGNESS TO ACCEPT ORDERS

| ATTACK ENEMY | CURE FRIEND | BACKUP   | BE BATT  |
|--------------|-------------|----------|----------|
| POSSIBLE     | CAN'T ENACT |          | POSSIBLE |
|              |             | CONUTS   | USEVOLTY |
| POSSIBLE     | POSSIBLE    | POSSIBLE | POSSIBLE |

| TYPE   |     | ME                                 |       | ELEMENT      | RANGE         |
|--------|-----|------------------------------------|-------|--------------|---------------|
| Attack |     | 1 Uno Thrust                       |       | Wind         | Medium        |
| Attack | E   | Dos Bash                           | 7     | Fire         | Medium        |
| Attack | 6   | Tres Slice                         | 8     | Wind         | Medium        |
| Attack | 4   | Reverse :                          | Slice | Fire         | Medium        |
| Volty  | Du  | ual Wave Blade<br>KNOCK BACK POWER |       | None         | _             |
| ARC    | 140 |                                    |       | EFFECT       |               |
| 50     |     | 0.5                                | 0.7   | Breaks Parry |               |
| 220    |     | 1                                  | 0.8   | Blaze 1.0    |               |
| 100    |     | 0.5                                | 0.9   |              | _             |
| 100    |     | 1                                  | 1.5   | Blaze 1.0,   | Knock Back    |
|        |     | 1.2                                | 1     | 007 E 4 Day  | A March David |

REQUIREMENTS CEVEL TURING AN ECCENTRIC VISITOR

SUB MISSION

DIRECTIONS Talk to him and defeat him in a duel.

# Window of Opportunity

Gerald is an easy character to let slide by. As soon as you're given the chance to complete Chains of Fate, do so. Once you've expended the time allotted to complete the required side quests, events push on and you will miss out on a number of the game's most powerful warriors. By missing Gerald, you inadvertently deny yourself the chance to recruit Elwen and Nyx.

| THE   | DOGATION                         |       | 10035000                         |
|-------|----------------------------------|-------|----------------------------------|
| 0:00  | Gerald's House                   | 14:55 | Yellow Town of Sun and Glory (1) |
| 7:05  | Path to the Sun                  | 15:10 | The Survivor Armory              |
| 7:10  | Vancoor Square                   | 18:10 | Yellow Town of Sun and Glory (1) |
| 7:35  | Yellow Town of Sun and Glory (2) | 18:25 | Yellow Town of Sun and Glory (2) |
| 7:45  | Yellow Town of Sun and Glory (1) | 18:35 | Begin Eatery                     |
| 8:00  | Theater Vancoor 1st Floor        | 18:50 | Begin Eatery 2nd Floor           |
| 8:15  | Theater Vancoor 2nd Floor        | 20:40 | Begin Eatery                     |
| 8:30  | Theater Vancoor 3rd Floor        | 21:00 | Yellow Town of Sun and Glory (2) |
| 8:40  | The Zweit Squad Locker Room      | 21:10 | Vancoor Square                   |
| 14:15 | Theater Vancoor 3rd Floor        | 21:50 | Path to the Sun                  |
| 14:25 | Theater Vancoor 2nd Floor        | 22:05 | Gerald's House                   |
| 14:40 | Theater Vancoor 1st Floor        | -     |                                  |



NO AFFILIATION

Giske is the grouchy owner of Carl's Pub next to the warrior guild. The great food and drinks keep people coming back. He is stubborn with a sharp tongue and is often seen chewing people out. The sharp look in his eye can scare even the strongest of warriors.

DAGOL DROP ENCOUNTER



# GISKE (CONT.)

Work Clothes

Toughness Bangle

THOUGHT PROCESS

BRAVE > BRAVE > BRAVE

Reference [pg287]

Flement

### CHARACTER DATA



| P07 | PAR        | 1   | 3 P | ×   | FRZ<br>X<br>DUH |
|-----|------------|-----|-----|-----|-----------------|
| 00  | <i>G</i> P | ATK | DEF | EVA | DCK             |
| 4   | 183        | 39  | 48  | 18  | 31              |
| 25  | 586        | 88  | 89  | 65  | 65              |

| AP-  | ATK                 | 633  | GM2  | nom.  |
|------|---------------------|--|--|---|
|      |                     | PEI  | EVA  | LCK.  |
| 183  | 39                  | 48   | 18   | 31  |
| 566  | 88                  | 89   | 65   | 65  |
| 1023 | 148                 | 138  | 122  | 105   |
| 1479 | 207                 | 187  | 178  | 146   |
| 1918 | 264                 | 234  | 232  | 184   |
| E    | D                   | E  | В  | A   |
|      | 566<br>1023<br>1479 | 566 88<br>1023 148<br>1479 207<br>1918 264 | 566         88         89           1023         148         138           1479         207         187           1918         264         234 | 566         88         89         65           1023         148         138         122           1479         207         187         178           1918         264         234         232 |

\* \* \* \*

# WILLINGNESS TO ACCEPT ORDERS

|    | ATTACK ENEMY   | CURE FRYEND | BACKUP   | BE BATT  |
|----|--|-------------|--|--|
| I  | POSSIBLE   | POSSIBLE    | POSSIBLE   | POSSIBLE   |
| i. | BACK AWAY  | PLAY DEAD   | GONUTS   | USE VOLTY  |
| ı  | POSSIBLE   | POSSIBLE    | POSSIBLE   | CAN'T ENACT  |
| •  | SOUTH PROPERTY AND ADDRESS OF THE PARTY AND AD | -           | CONTROL OF THE PARTY OF T | Anna Contraction of the Contract |

| TTAC   |                  |              |       | -       |         |
|--------|------------------|--------------|-------|---------|---------|
| NPE    |                  | ME           |       | ELEMENT | RANGE   |
| Attack | Sm               | mash         |       | None    | Short   |
| Attack | Th               | rust         |       | None    | Short   |
| Attack | Ale              | cohol Breath |       | None    | Short   |
|        | ore Have a Drink |              |       |         | -       |
| IRC    |                  | KNOCK BACK   | POWER | EFFECT  |         |
| 40     |                  | 0.5          | 0.7   |         |         |
| 40     |                  | 0.5          | 1.2   |         |         |
| 90     |                  | 0.5          | 0.1   | Conf    | use 2.0 |

### REQUIREMENTS CEVEL TIMING

THAN 5 LEVELS AN ECCENTRIC VISITOR BELOW JARVIS

### DIRECTIONS

Talk to Giske within Carl's Pub when he is working. He asks you to collect money from Jasmine and

Collect Jasmine's portion when

Talk to Jarvis and say "Okay." (By answering "No Way," you will not be able to recruit Jarvis. Skip to number 6.)

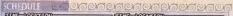
Make sure you have less than 5,000 O Dagols, and talk to Giske (spend the

money if you have too much) Leave and gather 5,000 Dagols

6 by selling items and defeating enemies

Return to Giske and pay off Jarvis'

Talk to Jarvis after paying his tab, and he will join you too.



NINE LIVES

| TIME | LOCATION                     |       | DOGATION                     |
|------|------------------------------|-------|------------------------------|
| 0:00 | Carl's Pub-Open for business | 10:15 | Takes a nap                  |
| 3:50 | Closes and cleans            | 15:00 | Washes the dishes            |
| 7:00 | Drinks                       | 18:00 | Carl's Pub-Open for business |



# JODWIN OLACION ORDER

Godwin is a bishop of the Olacion Order, a first-class monk, doctor, and reacher. Many admire him, but only a few have glimpsed his true abilities. He is thoughtful and hard working. Though be believes in the reachings of the gods, he feels that daily training is equally important. He likes to train and study and doesn't believe in wasting time.

DAGOL DROP 238 REVIVAL STONE CHIP

ENCOUNTER

WILLINGNESS TO ACCEPT ORDERS

ATTACKENENY CURE FRIEND BACKUP

# RELATIONSHIP CHAR Cherished pupil

Old acquaintances

BE BATT

Restores 20% of Party's Maximum HI

An old man who knows a lot Teaches them

Old friend

CHARACTER DATA

RESISTANCES Master's Garment Element POT PAR BLD BND FRZ CON CUR PET DTH 0 0 0 0

SKTLL

|      | -                            | _  | -   |   |
|------|------------------------------|--|---|---|
| (AP  | AT/3                         | DEF  | (EXA)   | D.CK  |
|      |                              |  |   | -   |
| 1086 | 175                          | 151  | 208   | 120   |
| 1436 | 212                          | 190  | 223   | 137   |
| 2311 | 305                          | 289  | 263   | 179   |
| 3151 | 395                          | 383  | 302   | 220   |
| В    | A                            | A  | Α   | В   |
|      | 1086<br>1436<br>2311<br>3151 | 1086 175<br>1436 212<br>2311 305<br>3151 395 | —   —   —   —     1086   175   151   1436   212   190   2311   305   289   3151   395   383 | — — — — — —   — —   — —   — —   — —   — —   — —   — —   — — —   — |

DEFENSE PLUS ★ ★ ★ ☆

| THOUGHT P | ROCESS          |
|-----------|-----------------|
|           | NDARD > PASSIVE |

BACK AWAY PLAY DEAD CONUTS USEVOLTY POSSIBLE Attack Radial Heel Drop ELEMENT RANGE Attack | 2 Dual Attack 0-0 None Short Restore Moonlit Life SE ARC KNOCK BACK POWER EFFECT 90 90 0.8

to study

REQUIREMENTS

CEVEL TUNING PEOPLE BEGIN TO CHANGE

DIRECTIONS

Talk to Godwin when Miranda is in your party at level 35 or higher.

SCHEDULE WAS EXTENDED AND THE PROPERTY OF THE

| TUNE | LOCATION                 | THAT  | ROCATION                                    | 500013 | DOGATION                          | 50003 | DOGATION                 |
|------|--------------------------|-------|---|--------|-----------------------------------|-------|--------------------------|
| 0.00 | Godwin's Residence       | 9:10  | Teleports                                   | 12:30  | Morfinn's Clinic Examination Room | 17:50 | Godwin's Boom            |
|      | Olacion Order Shrine (2) | 9:20  | Radiata Castle South Hall                   | 13:50  | Teleports                         | 19:00 | Universal Tree Hallway   |
|      | Olacion Order Shrine (1) | 10:50 | Teleports                                   | 14:00  | Olacion Order Shrine (2)          | 19:20 | Olacion Order Shrine (1) |
| 6:15 | Universal Tree Hallway   | 11:00 | President's Office (Vareth Magic Institute) | 16:30  | Olacion Order Shrine (1)          | 20:10 | Olacion Order Shrine (2) |
| 6:40 | Godwin's Room            | 12:20 | Teleports                                   | 17:30  | Universal Tree Hallway            | 20:55 | Godwin's Residence       |
|      |                          |       |   | -      |                                   |       |                          |

# VOID COMMUNIT

Golye is a failed martial arts fighter. Confident in his strength, he thought he could make it as a monk until he realized he had no other talent beyond brute force. He currently works at the reception desk of the bandit guild. He is often seen in the pub complaining loudly about monks. He gives up easily when confronted.

EXP DAGOL DROP

CHARACTER DATA



Reference [pg287]

| RES | ISTAN | CES |     |     |
|-----|-------|-----|-----|-----|
| POT | PAR   | BLD | BND | FRZ |
|     | CON   |     | PET |     |
|     | ×     |     |     |     |

HP ATK DEF EVA LCK

149 51 55 26

75 1950 232 241 136 103 MAX 2576 296 307 174 133

50

645 101 106 56 1297 166 174 96 72

| WILLINGNESS TO | ACCEPT ORDERS |
|----------------|---------------|
|                |               |

|          | CURE FRIEND           | BE BATT<br>POSSIBLE |
|----------|-----------------------|---------------------|
| POSSIBLE | PLAY DEAD<br>POSSIBLE | CAN'T ENACT         |

| ATTAC  |            |       |           |         |
|--------|------------|-------|-----------|---------|
| TYPE   | NAME       |       | ELEMENT   | RANGE   |
| Attack | Punch      |       | None      | Short   |
| Attack |            |       | None Shor |         |
| ARC    | KNOCK BACK | POWER | EFFECT    |         |
| 40     | 1          | 1     | -         |         |
| 60 1.3 |            | 1     | Break     | s Parry |



Like an older

RELATIONSHIP CHART

R Boss

Employee

REQUIREMENTS LEVEL TUNING

DIRECTIONS

Talk to Golye when he is in The Vampire Casino between 21:00 and 3:00. @ Fight him and win.

RELATIONSHIP CHART

GONBER

THOUGHT PROCESS BRAVE > BRAVE > BRAVE

SKILL BAD CARRIER \* 6

SCHEDULE SEA PLACETARIA PROPERTIES AND PROPERTIES A

| B | -    | 000000000000000000000000000000000000000 | TO Show I | obtobio biobio         | CODIC | SOME CHOCKED COLORS |
|---|------|---|-----------|------------------------|-------|---------------------|
| 1 | TIME | LOCATION                                |           | LOCATION               | BO ME | LOCATION            |
| F | 0:00 |   | 3:15      | Void Community Office  | 21:10 | The Vampire Casino  |
|   | 3:10 | Void Community Hallway                  | 21:05     | Void Community Hallway |       | )                   |
|   |      |   |           |                        |       |                     |



JONBER NO AFFILIATION

Gonber is a village elder and well respected by the other villagers. He is not interested in the advanced technology of Vareth and lives the simple life of a farmer. Farming is the only thing he is good at, but he is a sweet man who treats everyone in the village like family. His only hobby is fishing

DAGOL DROP

ENCOUNTER

CHARACTER DATA

None



|   | RES  | ISTA! | NCE | S   |     |          |
|---|------|-------|-----|-----|-----|----------|
|   | P07  | PAR   | BLD | B   | VD. | FRZ-     |
| į | BLZ  | *     | 31  |     | ×   | ×        |
|   | N. Z | W X   | 31  |     | ×   | VIA<br>X |
|   | LV   | HP    | ATK | DEF | EVA | LCK      |
|   | 14   | 196   | 61  | 71  | 23  | 66       |

396 84 93 42

850 136 143 86 146 75 1305 189 193 131 201 MAX 1742 240 242 173 254

|                         | P |
|-------------------------|---|
|                         | ю |
|                         | P |
| DEF EVA LCX<br>71 23 66 | A |

|        | WILLINGNE               | ESS TO ACCI | EPI ORDERS             | 100         |
|--------|-------------------------|-------------|------------------------|-------------|
| Manage | ATTACKENEMY<br>POSSIBLE | CURE FRIEND | POSSIBLE               | POSSIBLE    |
|        | BACK AWAY               | PLAY DEAD   | <b>GONUTS</b> POSSIBLE | USE VOLT    |
|        | LOSSIBLE                | LOSSIDEE    | PUSSIBLE               | CAN I ENACI |

|         |                  | -     |         |       |  |  |
|---------|------------------|-------|---------|-------|--|--|
| ATTAC:  | KS               |       |         |       |  |  |
| TYPE    | NAME             |       | ELEMENT | RANGE |  |  |
| Attack  | Downward Sv      | ving  | None    | Long  |  |  |
| Attack  | Horizontal Swing |       | None    | Long  |  |  |
| Restore | Rice Ball        |       |         |       |  |  |
| ARC     | KNOCK BACK       | POWER | EFFECT  |       |  |  |
| 40      | 0.5              | 1.2   | name .  |       |  |  |
| 120     | 0.5              | 1     |         |       |  |  |

Restores 30% of Gonber's Meximum HF

Successor

REQUIREMENTS LEVEL TUNING

DIRECTIONS

Village elder

• Enter Tria Village (3).

Gonber joins your friends list after you save him from drowning.

| THOU | GHT P   | ROCESS |  |
|------|---------|--------|--|
|      | > TIMID |        |  |

Saint's Trophy Reference [pg288]

SKIM SHARP EDGE \* \* \* \* \*

NO DE LA COMPANSIONA DEL COMPANSIONA DE LA COMPANSIONA DEL COMPANSIONA DE LA COMPANSIONA DE LA COMPANSIONA DEL COMPANSIONA DEL COMPANSIONA DE LA COMPANSIONA DEL COM

| THINE | LOCATION<br>Elder's Residence Bedroom | THE   | Tria Village (3) | THORSE | DOGATION                     |
|-------|---------------------------------------|-------|------------------|--------|------------------------------|
|       |                                       |       |                  | 19:50  | Elder's Residence Entrance   |
| 3:15  | Elder's Residence Livingroom          |       | Tria Village (2) | 20:00  | Elder's Residence Livingroom |
| 3:25  | Elder's Residence Entrance            | 15:15 | Tria Village (3) | 22:10  | Elder's Residence Bedroom    |
| 3:35  | Tria Village (2)                      | 19:25 | Tria Village (2) |        | 3                            |



# JORDON THEATER VANCOOR

Gordon is an assistant corporal of Theater Vancoor. As part of Gerald's unit, his pragmatism counterbalances Gerald's sometimes reckless. enthusiasm. Although he calls him a goody-goody, Gerald is glad to have someone of Gordon's intelligence in his unit. He pays close attention to details and enjoys the trust of his comrades. He is polite to everybody

DAGOL DROP

89 123 138

0

ENCOUNTER

# CHARACTER DATA

# e de la la companie de la companie d

| Bear Smash<br>Element | er<br>Earth |
|-----------------------|-------------|
|                       |             |

Element

Pluto's Trophy

Reference [pg288]

| Non | None | None | None |
|-----|------|------|------|

|   | BIZ<br>* | CON  | O   | -   | × × |
|---|----------|------|-----|-----|-----|
| ٠ | W        | HP-  | ATK | DEF | EVA |
| П | 14       | 274  | 77  | 82  | 40  |
|   | 25       | 611  | 104 | 113 | 55  |
| ı | 50       | 1378 | 166 | 184 | 89  |
|   | 75       | 2144 | 228 | 256 | 123 |
|   | MAX      | 2880 | 288 | 325 | 156 |

PREVENT POISON | \*

GRADE

SKILL

| THOUGHT PROCESS       |
|-----------------------|
| BRAVE > TIMIO > TIMID |
|                       |

| and the same of th | WILLINGNESS TO ACCEPT ORDE      |
|--|---------------------------------|
| PAR BLD BND FRZ  | ATTACK ENEMY CURE FRIEND BACKUP |

| N. C. | A J JACK ENEMY | CUKE PRIENI |
|-------|----------------|-------------|
| ×     | POSSIBLE       | CAN'T ENACT |
| DTH   | BACK AWAY      | PLAY DEAD   |
| ×     |                | POSSIBLE    |
| DCK   | ATTACKS        |             |
| 51    |                |             |
| 66    | TYPE NAME      |             |
|       |                |             |

| TYPE N | AME         |           | ELEMENT        | RANGE       |
|--------|-------------|-----------|----------------|-------------|
| Attack | 1 Downwar   | rd Thrust | Earth          | Short       |
| Attack | 2 Upward T  | hrust     | Earth          | Short       |
| Attack | 3 Three Sci |           | Earth          | Short       |
| 40     | 0.5         | 1         |                | on 1.0      |
| 40     | 0.6         | 1         | Poison 1.0, Ki | ocks Upward |
| 90     | 1           | 1.1       | Pois           | on 1.2      |

GONUTS

# RELATIONSHIP CHART Worries about him





### REQUIREMENTS LEVEL TUNING

9 LINK TUTORIAL

# DIRECTIONS Talk to him.

BE BATT

USEVOLTY

O Defeat him in a duel.

# 

| THE LOCATION THE LOCATION THE LOCATION  |   |
|---|---|
|   |   |
| 6-10 Perh of County and Mind of Young and Glory (1)   21:15   Yellow lown of Sun and Glory                |   |
| 10.30   Tellow Town of Sun and Glory (2)     21.23  |   |
| 640 Theotor Vancous Let Floor Wisdo Wisdo   | m |
| 18:26 Theoret Veneza 2nd Floring 122.10 Gordon's Residence  |   |
| 635 Theater Vancoor 2nd Floor 17:40 Theater Vancoor 1st Floor 20.55 Begin Eatery 23:00 Gordon's Residence |   |



# TRANT OLACION ORDER

Grant is a priest of the Olacion Order. Born into an impoverished family, he is always dreaming of ways to make easy money and live the grand life. He heard that doctors make a lot of money and so entered the priest guild. where he soon joined Anastasia's faction. He always looks for the easy way out

EXP DAGOL DROP

RESISTANCES

ENCOUNTER

# CHARACTER DATA

# 

|   | Robe of Order |       |
|---|---------------|-------|
|   | Element       | Earth |
| _ |               |       |



|    | ×    | ×    | ,   |     | ×         | ×    |
|----|------|------|-----|-----|-----------|------|
| 0  | V-   | GP.  | ATK | DEF | <b>EX</b> | LCK. |
| 1  | 3    | 116  | 32  | 39  | 36        | 68   |
| 1  | 25   | 554  | 82  | 85  | 80        | 90   |
|    | 50   | 1053 | 140 | 137 | 130       | 116  |
| 1  | 75   | 1551 | 198 | 189 | 181       | 142  |
| -[ | MAX  | 2030 | 254 | 240 | 229       | 167  |
| 0  | RADE | Ε    | Ε   | E   | 3         | 0    |

POY PAR BLD BND FRZ BLZ CON CUR PET DTH

| THOU    | GHT   | ROC  | ESS |
|---------|-------|------|-----|
| TIMID : | TIMID | >TIN | IID |

| GRADE    | E       | E | E | I | C | 0 |  |
|----------|---------|---|---|---|---|---|--|
| SKTIL    | -       |   | _ |   |   | - |  |
| COMPLETE | DEFENSE | * | 拉 | ☆ | 议 | 位 |  |

|              | _  |        |       |
|--------------|----|--------|-------|
| WILLINGNESS  | TO | ACCEPT | ORDER |
| HILLINGIALDO |    |        |       |

| ATTACK ENEMY          | CURE FRIEND | RACKIP             | BE BATT     |
|-----------------------|-------------|--------------------|-------------|
| POSSIBLE              | POSSIBLE    | POSSIBLE           | POSSIBLE    |
| BACK AWAY<br>POSSIBLE | PLAY DEAD   | CONUTS<br>POSSIBLE | USE VOLTY   |
| OOSIDEE               | DOSIDLE     | LOSSIDEE           | CAN I ENACI |

| ATTACKS   |   |
|-----------|---|
| TANDE MAY | × |

| ATTACKS |                 |                                     |                                    |         |       |  |  |  |  |  |
|---------|-----------------|-------------------------------------|------------------------------------|---------|-------|--|--|--|--|--|
| TYPE    |                 | ME                                  |                                    | ELEMENT | RANGE |  |  |  |  |  |
| Attack  | CL              | irse Gas                            |                                    | None    | Long  |  |  |  |  |  |
| Restore | Recovery Ray SE |                                     |                                    | _       | _     |  |  |  |  |  |
| Attack  | Fo              | og of Poison SE<br>KNOCK BACK POWER |                                    | Earth   | Long  |  |  |  |  |  |
| ARC     |                 | KNOCK BACK                          | POWER                              | EFFECT  |       |  |  |  |  |  |
| 0 0.5   |                 | 0.5                                 | Curse 2.0                          |         |       |  |  |  |  |  |
|         |                 | _                                   | Restores 40% of Target's Maximum I |         |       |  |  |  |  |  |

# RELATIONSHIP CHART



Learns how to make money from him



# REQUIREMENTS

DEVEL TIMING JACK'S FIRST MISSION

SUB MISSION

# DIRECTIONS

- Talk to Grant. He asks you to deliver five copies of the Church Bulletin.
- Sonia, Lunbar, Silvia, and Zeke.
- Poison 3.0 Talk to Grant.

### WORK SCHEDULES

| Servia | STORE NAME<br>Club Vampire | START<br>17:35 | 13:00 |
|--------|----------------------------|----------------|-------|
| Zeke   | Mysterious Creatures Inn   | 11:10          | 4:45  |
| Silvia | The Vampire Casino         | 17:35          | 12:00 |
| Sonia  | Chic Records               | 5:00           | 22:00 |
| Lunbar | Dead End Armory            | 5:00           | 10:00 |



# JRANT (CONT.)

| SCHE  |   | Nac   | <b>തലതലതലത്തെ</b>        | xaex  | പ്രാര്യത്തിയുടെ വരു           | ลองล  | enderderderder                |
|-------|---|-------|--------------------------|-------|-------------------------------|-------|-------------------------------|
| THE   | LOCKITON  | TI ME | LOCATION                 | 10003 | DOGATION                      |       | 100ATTON                      |
| 1:00  |   |       | Mortal Tree Hallway      | 15:20 | White Town of Stars and Faith | 19:40 | Dwight's Residence            |
|       | Grant's Residence White Town of Stars and Faith | 7:30  | Dwight's Room            |       | Eisenhower Pharmacy           | 20:45 | Olacion Order Shrine (2)      |
|       | Olacion Order Shrine (1)                        | 13:35 | Mortal Tree Hallway      |       | White Town of Stars and Faith | 21:10 | Olacion Order Shrine (1)      |
|       | Olacion Order Shrine (2)                        |       | Olacion Order Shrine (2) |       | Olacion Order Shrine (1)      |       | White Town of Stars and Faith |
| 17.00 | Totacion order Smille (2)                       | 15:10 | Olacoin Order Shrine (1) | 19:05 | Olacion Order Shrine (2)      | 21:40 | Grant's Residence             |



TREGORY THEATER VANCOOF

Gregory is a corporal of Theater Vancoor. He has fought alongside Gerald in many battles, and is a highly skilled warrior. Although he is a man of few words, he does have an emotional side. He looks up to Gerald, and goes into a fit of rage when people criticize his hero.

DAGOL DROP

RELATIONSHIP CHART A reliable Assista

together by trust

Looks up to him

Famous liquor held in high esteem



Elemi

# ෩෧෭෧෭෧෭෧෭෧෭෧෭෧෭෧෭෧෭෧෭෧෭෧෭෧෭෧෭෧

| ent   | Earth | POT | PAR  | BLD    | BND   | FRZ   |
|-------|-------|-----|------|--------|-------|-------|
| Armoi |       | RIZ | CON  | CUR    | PET   | DTM   |
| ent   | None  | ×   | ×    | ×      | ×     | ×     |
|       |       | 002 | AP ( | ATK DE | F EVE | ) DCR |
|       |       | -   |      |        | -1-   |       |

1352 211 234 143 75 | 2287 | 286 | 323 | 175 | 126 MAX 3185 359 408 205 164 GRADE B B A C O

THOUGHT PROCESS SKTLL OEFENSE PLUS | \* | \* BRAVE > TIMIO > TIMIO

| I | WILLINGNESS TO ACCEPT ORDERS |                            |                    |             |  |  |  |  |  |  |  |
|---|------------------------------|----------------------------|--------------------|-------------|--|--|--|--|--|--|--|
| ŀ |                              | CURE FRIEND<br>CAN'T ENACT | BACKUP<br>POSSIBLE | POSSIBLE    |  |  |  |  |  |  |  |
|   | POSSIBLE                     | PLAY DEAD<br>POSSIBLE      | CONUTS<br>POSSIBLE | CAN'T ENACT |  |  |  |  |  |  |  |

ENCOUNTER

| ATTACK |                 |       | -       |        |
|--------|-----------------|-------|---------|--------|
|        | NAME            |       | ELEMENT | RANGE  |
| Attack | Weak Thi        | rust  | Earth   | Medium |
| Attack | 2 Sweep T       | rust  | Earth   | Medium |
| Attack | ROOK BACK POWER |       | Earth   | Long   |
| AKL    |                 | POWER | EFFECT  |        |
| 40     | 0.5             | 0.7   | -       | -      |
| 200    | 1               | 0.8   | Confu   | se 1.0 |

Confuse 1.2

REQUIREMENTS LEVEL TUMING 23 FRIENO TUTORIAL

# DIRECTIONS

- Talk to Gregory. He asks you to retrieve a bottle of Dwarf Liquor from Earth Valley.
- Talk to Oleg in the Downbay Diner. If he is no longer in Earth Valley, obtain the liquor from the racks in the Vashtel Liquor Store. Return to Gregory with the Dwarf

Liquor. With Oleg gone, feel free to take the liquor right off the shelf.

| THME  | OGATION<br>Gregory's Residence   | 500013 | DOGGOOD                          | CASMS- | DOGATION                         |
|-------|----------------------------------|--------|----------------------------------|--------|----------------------------------|
| 0:00  | Gregory's Residence              | 8:35   | Theater Vancoor 3rd Floor        | 19:30  | Yellow Town of Sun and Glory (2) |
| 2:00  | Gregory's Residence              |        | The Zweit Squad Locker Room      |        |                                  |
| 7:10  | Path to the Sun                  | 14:20  | Theater Vancoor 3rd Floor        |        | Begin Eatery                     |
| 7:20  | Vancoor Square                   |        | Theater Vancoor 2nd Floor        |        | Begin Eatery 2nd Floor           |
|       | Yellow Town of Sun and Glory (2) |        | Theater Vancoor 1st Floor        |        | Begin Eatery                     |
|       | Yellow Town of Sun and Glory (1) |        |                                  | 22:30  | Yellow Town of Sun and Glory (2) |
|       | Path of Swords and Wisdom        |        | Yellow Town of Sun and Glory (1) |        | Vancoor Square                   |
|       | Theater Vancoor 2nd Floor        |        | The Survivor Armory              |        | Path to the Sun                  |
| 10.20 | Triegral Agricont Sud Light      | 18:15  | Yellow Town of Sun and Glory (1) | 23:30  | Gregory's Residence              |



VOID COMMUNITY

Herz is a trainee leader of the Void Community. She is a master of disguise: and can completely transform herself so that even her closest friends are unable to recognize her. A smilling face always hides what she is thinking. She can always be counted on to complete a job, however difficult. No one knows much about her private life.

DAGOL DROP PANIC POWOER

ENCOUNTER



\*\*\*

Howard is a five-time champion of the World Farming Competition. It's not as if he is particularly skilled or knowledgeable, however, as his success is due mostly to his great physical strength. He is a serious man who is trusted by his friends. He is not very fond of socializing

EXP DAGOL DROP

ENCOUNTER

THOUGHT PROCESS

BRAVE > TIMID > TIMID

|    | Farmer's Hoe    | RE  |
|----|-----------------|-----|
|    | Element None    | P07 |
|    |                 | ×   |
| 44 | Farming Clothes | BLZ |
|    | Element None    | ×   |

| RES | ISTA | NCES |     | T   |
|-----|------|------|-----|-----|
| P07 | PAR  | BLD  | BND | FRZ |
|     | CON  |      | PET | DTH |
| ×   | ×    | ×    | ×   | ×   |

195

E

25

50 1595 237

MAX 2155 303 220 179 240

SKTILL

EARTH DEFENSE

HP ATK DEF EVA LCK

71 74 35 428 98

1012 168 134 95 130

91 52

178 | 138 186

| WILLINGNESS | TO | ACCEPT | ORDERS |
|-------------|----|--------|--------|
|             |    |        |        |

ATTACK ENEMY CURE FRIEND BACKUP BE BATT BACK AWAY GONUTS PLAY DEAD USEVOLTY

| ATTAC   |                  |            |           | -       |       |
|---------|------------------|------------|-----------|---------|-------|
| TYPE    |                  | ME         |           | ELEMENT | RANGE |
| Attack  | Do               | ownward Sw | ing       | None    | Long  |
| Attack  | Horizontal Swing |            |           | None    | Long  |
| Restore | Ri               | ce Ball    | D.Co.orto |         |       |
| ARC     |                  | KNOCK BACK | POWER     | EFFECT  |       |
| 40      |                  | 0.5        | 1.2       |         |       |
| 100     |                  | 0.5        | -         | 1       |       |

Restores 30% of Howard's Maximum HF

# GATHERING FRIENDS

RELATIONSHIP CHAR

Roommates

Trusts hir

Doesn't like conspiring

World Farming Chairman

REQUIREMENTS LEVEL TUMING 10 FRIENO TUTORIAL

# DIRECTIONS

Talk to Howard when he is available in Nuevo Village

Retrieve Tria Milk from Tria Village Return to Howard and give him the Tria Milk.

# CHIDIHE OF EXPENSION OF THE PROPERTY OF THE PR

| 0:00 Howard's Residence   6:25 Tills the fields   15:30 Tills the fields   19:30 Howard's Residence | 500 | 75 N | 0200000       | 50003 | OCONTON                 | 50003 | DOGGERATO               | CAMP  | 1003-000            |
|---|-----|------|---------------|-------|-------------------------|-------|-------------------------|-------|---------------------|
|   | 0.0 | 0 F  |               |       | Tills the fields        | 15:30 | Tills the fields        | 19:30 | Howard's Registeres |
|   | 6:1 | 5 N  | luevo Village | 12:20 | Returns from the fields | 18:40 | Returns from the fields | 23:00 | Howard's Residence  |



# NTERLUDE VOID COMMUNITY

В

Void Community manager. Also called "das Gespens" (dead spirit). He does not kill in the smart, precise manner of  $I_{ris}$  and Lily: instead, he just wades in and slaughters the target and anyone who gets in his way. A man of few, words, he faithfully completes the tasks assigned to him by his bosses.

EXP DAGOL DROP ENCOUNTER

# RELATIONSHIP CHART



# 

| Chrome Clothe<br>Element  | es<br>None | Second Second |
|---------------------------|------------|---------------|
| Power Bangle<br>Reference | [pg287]    | -             |

THOUGHT PROCESS

STANDARD > STANDARD > STANDARD

| RES! | 151A | NCE  | 2   |      |      |   |
|------|------|------|-----|------|------|---|
| 07   | PAR  | BLD  | B   | VD ( | FRZ= |   |
| ×    | *    | 3    |     | ×    | ×    |   |
| 17   |      |      |     |      |      |   |
| ×    | ×    | 3    |     | ×    | ×    |   |
| V    | AP-  | ATK  | DEF | EVA  | LCK  | ì |
| 23   | 567  | 1/17 | .60 | 0    | 40   |   |

| 07 | PAR | BLD | ) E | BND | FRZ |                     |
|----|-----|-----|-----|-----|-----|---------------------|
| 17 | CON | CUF |     | ET  | DTH |                     |
| ×  | *   | 3   | ~   | X   | ×   | Name and Address of |
| V  | AP. | ATK | DEF | EVA | DCK | i i                 |
| 23 | 567 | 147 | 49  | 8   | 40  | d                   |

|       | -    | noi-more | makee | more and | -    |
|-------|------|----------|-------|----------|------|
| LV    | GP=  | ATK      | DEF   | EVA:     | LCK- |
| 23    | 567  | 147      | 49    | 8        | 40   |
| 25    | 642  | 153      | 52    | 11       | 42   |
| 50    | 1582 | 232      | 99    | 55       | 76   |
| 75    | 2522 | 311      | 146   | 100      | 111  |
| MAX   | 3424 | 388      | 191   | 143      | 144  |
| GRAOE | В    | A        | E     | E        | E    |

| SKM            |   | _ |   |   | _ |
|----------------|---|---|---|---|---|
| FIERCE DEFENSE | * | ☆ | ☆ | ☆ | ☆ |

| CONT. N. TA. | CNIEC | CTO M | CCEPT | OP | DERS |
|--------------|-------|-------|-------|----|------|

| ATTACK ENEMY | CURE FRIEND | BACKUP   | BE BATT     |
|--------------|-------------|----------|-------------|
| POSSIBLE     | CAN'T ENACT | POSSIBLE | POSSIBLE    |
| BACK AWAY    | PLAY DEAD   | GONUTS   | USEVOLTY    |
| POSSIBLE     | POSSIBLE    |          | CAN'T ENACT |

| ATTAC  | KS                |      |         |       |
|--------|-------------------|------|---------|-------|
| TYPE   | NAME              |      | ELEMENT | RANGE |
| Attack | Bear Claw         |      | None    | Short |
| Attack | Combo Claw        | 0    | None    | Short |
|        |                   | 0    | None    | Short |
| Attack | Attack Crush Claw |      | None    | Short |
|        |                   | 0    | None    | Short |
| ARC    | KNOCK BACK P      | OWER | EFFECT  |       |

| ARC | KNOCK BACK | POWER | EFFECT. | The second |
|-----|------------|-------|---------|------------|
| 90  | 0.5        | 1     |         |            |
| 40  | 0.5        | 0.9   | -       | _          |
| 40  | 1          | 0.9   |         | -          |
| 40  | 0          | 1.1   | -       | -          |
| 40  | 0.0        | 4.4   |         | ********** |

# REQUIREMENTS

LEVEL TUMING PEOPLE BEGIN TO CHANGE

# DIRECTIONS

Talk to Ortoroz. He assigns

### Interlude and Sonata to assist you Talk to Interlude. Fight and defeat

Talk to Interlude again.

If you lose the battle, wait until the following day to fight Interlude again.

CHIPUIT PROVIDENCE PRO

| TIME  | IVoid Community Torture Room |       | LOCATION                    |
|-------|------------------------------|-------|-----------------------------|
|       |                              | 19:10 | Path of the Spider II (10)  |
| 14:20 | Path of the Spider II (10)   | 20:00 | Void Community Torture Room |
| 15:00 | Path of the Spider II (8)    |       |                             |



# VOID COMMUNITY

Iris is an assistant leader of the Void Community. Also known as the Crow she can assassinate any target, given enough money. She learned her trade from her father Silent, the infamous assassin, Presently, she is passing on her skills to Lily. Unless she's on a job, she stays clear of flights. She doesn't do anything unless she's being paid for it.

DAGOL DROP

ENCOUNTER

# CHARACTER DATA



Flement

Reference

RESISTANCES POY PAR BLD BND FRZ

| RIZ. | CON | CUF | P   | EŪ.  | a name |
|------|-----|-----|-----|------|--------|
| 00   | (AP | ATK | DEF | EVA) | DCK    |
| -    | _   |     |     |      |        |
| 39   | 884 | 186 | 137 | 157  | 36     |

| W     | HP = | ATK | DEF | EVA. | nck |
|-------|------|-----|-----|------|-----|
|       |      |     |     |      | -   |
| 39    | 884  | 186 | 137 | 157  | 36  |
| 50    | 1268 | 220 | 164 | 183  | 50  |
| 75    | 2142 | 297 | 227 | 242  | 83  |
| MAX   | 2982 | 371 | 287 | 298  | 115 |
| GRADE | C    | Α   | D   | A    | E   |

THOUGHT PROCESS STANDARD > STANDARD > STANDARD EVASION PLUS ★ ★ ★ ☆ ☆

# WILLINGNESS TO ACCEPT ORDERS

ATTACKENEMY CURE FRIEND BACKUP BE BATT BACK AWAY PLAY DEAD GO NUTS USEVOLTY CAN'T ENACT

| ATTAC  |    |             |      |      | -       |       |
|--------|----|-------------|------|------|---------|-------|
| TYPE   |    | ME          |      |      | ELEMENT | RANGE |
| Attack | Pu | inishment W | /hip |      | Water   | Long  |
| Attack |    | hirlwind Wh |      | 0-0  | Water   | Long  |
| ARC    | -  | KNOCK BACK  | POW  | ER E | FECT    |       |
| 120    |    | 0.5         |      | 1    |         |       |
| 120    |    | 0           |      | 0.6  |         | -     |

# RELATIONSHIP CHART Arts Master

REQUIREMENTS

LEVEL TUMING LINK TUTORIAL DIRECTIONS

Talk to her and Select "Double the Pay," which comes to 40,000 Dagols

WILLIAM STATES ON THE TOTAL OF THE TOTAL OF

| THE  | DOGATION                     | 50003 | DOGATOON                          | 500013 | DOGATOON                          | 50003 | DOGATION                     |
|------|------------------------------|-------|-----------------------------------|--------|-----------------------------------|-------|------------------------------|
|      | Void Community Office        |       | Iris' Residence                   | 11:35  | Olacion Order Shrine (2)          |       | Black Town of Night and Lust |
|      | Void Community Hallway       | 5:10  | Gepald Apartments 1st Floor       | 12:15  | Olacion Order Shrine (1)          |       | Beast Pit (2-1-4-3)          |
|      | The Vampire Casino           |       |                                   | 12:25  | Olacion Order Chapel              |       | Club Vampire                 |
|      | Club Vampire                 |       | Beast Pit (2)                     | 16:40  | Olacion Order Shrine (1)          |       | The Vampire Casino           |
|      | Beast Pit (3-4-1-2)          | 9:00  | Black Town of Night and Lust      | 16:50  | Olacion Order Shrine (2)          |       | Void Community Hallway       |
|      | Black Town of Night and Lust |       |                                   | 17:30  | Blue Town of Water and Wisdom (1) |       | Void Community Office        |
|      | Gepald Apartments 1st Floor  |       |                                   | 18:15  | Blue Town of Water and Wisdom (2) |       |                              |
| 3:55 | Iris' Residence              | 10:50 | Blue Town of Water and Wisdom (1) | 18:40  | Path to the Beast Pit             |       | 5                            |



# VOID COMMUNITY

Void Community manager. Jared is a born talker. He talked his way into his position at the guild, although he's actually pretty good at his job. He is generally a fun, boisterous kind of guy. He lives life day by day, and he hates teamwork and having to work with other people.

DAGOL DROP 198 HERB EXTRACT ENCOUNTER

# CHARACTER DATA

| Steel Dagger<br>Element | None |   |
|-------------------------|------|---|
| Saguta Suit             |      | Į |

Element None

|   | P07- | PAR | BLD  | ) [   | IND | FRZ* |
|---|------|-----|------|-------|-----|------|
|   | *    | ×   | 3    |       | ×   | ×    |
|   | BLZ  | CON | CU   | -     | EV. | DTH  |
| ŀ | 002  | MD. | ATT. | MEE I | EVA | 1000 |
| - | 12   | 169 | 65   | 70    | 62  | 31   |

RESISTANCES

| 000   | HP.  | ATK | DEF | EVA | LCK |
|-------|------|-----|-----|-----|-----|
| 12    | 169  | 65  | 70  | 62  | 31  |
| 25    | 497  | 95  | 101 | 88  | 49  |
| 50    | 1128 | 154 | 161 | 139 | 85  |
| 75    | 1759 | 213 | 221 | 190 | 120 |
| MAX   | 2364 | 269 | 279 | 240 | 155 |
| GRADE | D    | D   | D   | 8   | E   |

| THOUG   | HT PR   | OCESS |  |
|---------|---------|-------|--|
| BRAVE > | BRAVE > | TIMID |  |

SKTLL \* ☆ ☆ ☆ ☆

| WILLINGN    | ESS TO ACC  | EPT ORDE | RS          |
|-------------|-------------|----------|-------------|
| ATTACK ENEM | CURE FRIEND | BACKUP   | BE BAIT     |
| POSSIBLE    | CAN'T ENACT | POSSIBLE | POSSIBLE    |
| BACK AWAY   | PLAY DEAD   | GO NUTS  | USE VOLTY   |
| POSSIBLE    | POSSIBLE    | POSSIBLE | CAN'T ENACT |

ATTACKS TYPE NAME
Attack Piston Thrust ELEMENT RANGE 0-6 0 Attack Steal None Short Attack Paralyze Gas

| ARC | KNOCK BACK | POWER | EFFECT     |
|-----|------------|-------|------------|
| 40  | 0          | 0.2   | eren.      |
| 40  | 1          | 0.3   | _          |
| 60  | 0          | 0.2   | Steal 2.0  |
| 0   | 0.5        | 0.5   | Parahan 20 |



REQUIREMENTS

LEVEL TIMING FRIENO TUTORIAL

# DIRECTIONS

in Club Vampire between 7:20 and

When Jared asks if he can talk to you, respond "Okay."

# ARED (CONT.)

0.00 Red Lotus Metropolis Party Room 0.50 Red Lotus Metropolis 1:40 Beast Pit 12 THE LOCATION TIME LOCATION Black Town of Night and Lust Red Lotus Metropolis 17:30 17:40 Red Lotus Metropolis Party Room

THEATER VANCOOF

Jarvis is a Sergeant of Theater Vancoor. Long ago, he aspired to become a knight and took many tests, but failed them all. Jealousy influences his dealings with Jack, an ex-Radiata Knight. However, he is a considerate and sympathetic man. He has trouble separating his work and private life. He is also leader of the Hecton Squad.

ENCOUNTER 



Element None

Power Bangle

BRAVE > BRAVE > BRAVE

TIME DOCATION

10:10 Theater Vancoor 1st Floor
11:30 Theater Vancoor Basement 1st Floor

Reference [pg287]

| P07<br>*<br>BL7<br>* | PAR | 1   | P   | ×  | FRZ<br>×<br>DUH |
|----------------------|-----|-----|-----|----|-----------------|
| 002                  | 1   |     | DEF | -  |                 |
| 21                   | 396 | 107 | 103 | 72 | 62              |
| 25                   | 538 | 120 | 118 | 78 | 67              |

DAGOL DROP

|       | -    |     | 1    | **  |     |
|-------|------|-----|------|-----|-----|
| 00    | ŒP-  | ATK | DEF" | EVA | LCK |
| 21    | 396  | 107 | 103  | 72  | 62  |
| 25    | 538  | 120 | 118  | 78  | 67  |
| 50    | 1429 | 201 | 212  | 119 | 100 |
| 75    | 2321 | 282 | 307  | 159 | 133 |
| MAX   | 3177 | 361 | 398  | 199 | 164 |
| GRAOE | В    | В   | Α    | 0   | 0   |

e a exacta exact

11:45 The Hecton Squad Locker Room

Theater Vancoor 1st Floor

Yellow Town of Sun and Glory (2) Vancoor Square

Theater Vancoor Basement 1st Roor

SKILL

PREVENT BLAZE

# WILLINGNESS TO ACCEPT ORDERS

| ATTACK ENEMY | CURE FRIEND | BACKUP   | BE BATT     |
|--------------|-------------|----------|-------------|
| POSSIBLE     | CAN'T ENACT | POSSIBLE | IMPOSSIBLE  |
| BACK AWAY    | PLAY DEAD   | CONUTS   | USEVOLTY    |
| POSSIBLE     | POSSIBLE    | POSSIBLE | CAN'T ENACT |

| ATTACE |            |               | -       |        |
|--------|------------|---------------|---------|--------|
| TYPE   | NAME       |               | ELEMENT | RANGE  |
| Attack | Thrust     |               | Fire    | Medium |
| Attack | 2 Upward T | Upward Thrust |         | Medium |
| Attack |            | Ground Sween  |         | Medium |
| ARC    | KNOCK BACK | POWER         | EFFECT  |        |
| 40     | 0.5        | 0.6           | _       |        |
| 40     | 0.6        | 0.8           |         |        |

TIME LOCATION

23:40

Carl's Pub Vancoor Square Yellow Town of Sun and Glory (2)

Jarvis' Residence

Bad drinking habit

RELATIONSHIP CHART

JARVIS

Doesn't rely

subordinate

Has a tab

Won't give him

and gloom

GAWAIN

Used to dmire him

# REQUIREMENTS

DEVEL THAN 5 LEVELS BELOW AN ECCENTRIC VISITOR **JARVIS** 

# DIRECTIONS

- when he is working. He asks you to collect money from Jasmine and Jarvis
- Collect Jasmine's portion when she is at work within San Patty Accessories.
- Talk to Jarvis and say "Okay." Make sure you have less than 5,000
- Dagols, and talk to Giske. (If you have more than 5,000 Dagols, you won't be able to recruit Giske. Skip to number 7.
- Leave and gather 5,000 Dagols 6 by selling items and defeating enemies
- Return to Giske and pay off Jarvis
- Talk to Jarvis again.

Don't forget that an item's sell price is always lower than its purchase price





Jill is an assistant professor at the Vareth Magic Institute Her specialty is item creation, and she creates things that are useful to the general public. When she was little, she would watch her father work at the armory. Before she knew it, her hobby was taking things apart and putting them back together again. She is a hearty, loud young woman.

| EXP | DAGOL  | DROP         | ENCOUNTER JILL, APPRENTICE(A), LIGHT GUARDSMANIAI X2 |
|-----|--|--------------|--|
| 800 | 164  | HERB EXTRACT |  |
| RI  | A CONTRACTOR OF THE PARTY OF TH |              |  |



# ILL (CONT.)

### CHARACTER DATA

# ෩෩෨෧෨෧෨෧෨෧෨෧෨෧෨෧෨෧෨෧෨෧



| RES | ISTAI | NCES  |         |       |
|-----|-------|-------|---------|-------|
| POT | PAR   | BLD   | BND     | FRZ   |
| N X | ×     | ×     | PET     | ×     |
| N.Z | ×     | CUR X | ×       | DUG.  |
| no2 | m     | 2777  | 73 (77) | LOGD_ |

|         | WILLINGNESS TO ACCEPT ORDERS |              |  |  |  |  |  |  |  |  |  |
|---------|------------------------------|--------------|--|--|--|--|--|--|--|--|--|
| T ENACT | POSSIBLE                     | POSSIBLE     |  |  |  |  |  |  |  |  |  |
|         |                              | CAN'T ENACT  |  |  |  |  |  |  |  |  |  |
|         | T ENACT<br>Y DEAD            | YDEAD GONUTS |  |  |  |  |  |  |  |  |  |

| GATH | ERING      | FRIEND |
|------|------------|--------|
|      | IREMEN     |        |
|      | FRIEND TUT |        |

DIRECTIONS

Recruit Christoph

# None Saint's Trophy Reference [pg288]

Element

|       |      |     | DEI_ |     | LUA |
|-------|------|-----|------|-----|-----|
|       |      |     |      | -   |     |
| 25    | 447  | 122 | 107  | 77  | 69  |
| 50    | 1142 | 181 | 173  | 122 | 131 |
| 75    | 1838 | 241 | 240  | 168 | 194 |
| MAX   | 2506 | 299 | 303  | 212 | 255 |
| GRAOE | D    | D   | C    | C   | 8   |
| ~~~   |      |     | _    |     |     |

| ATTAC  |                    |       | -        |       |
|--------|--------------------|-------|----------|-------|
| TYPE   | NAME               |       | ELEMENT. | RANGE |
| Attack | Bomb Blast         |       | Fire     | Long  |
| Attack | Earth Glaive Lv. 1 |       | Earth    | Long  |
| Attack | Earth Glaive Lv. 2 | 0-0   | Earth    | Long  |
| Attack | Earth Glaive Lv. 3 | 0-0   | Earth    | Long  |
| ARC    | KNOCK BACK POW     | ER EF | ECT      |       |

1.6

1.6

1.6

Knock Upward

Knock Upward

Knock Upward

MORAL DVANCES

|      | in the Vareth Magic Institute's Star<br>Tower Research Lab (2). |
|------|---|
| "10  | Ot Body" is ideal to prevent being knocked                      |
| arou | and.  |

Recruirs

Talk to Jill between 10:30 and 14:00

THOUGHT PROCESS BRAVE > BRAVE > TIMIO

SKILL 100T BOOY

| THOUS | DOGATION                          | 57773 | DOGATION                    | Camp- | DOGATION                          | 0000   | EN DE LO EN |
|-------|-----------------------------------|-------|-----------------------------|-------|-----------------------------------|--------|---|
| 0.00  | Jill's Residence                  |       | Cafeteria                   |       | Cafeteria                         | 22:35  | Cache Apartments 1st Floor  |
|       | Cache Apartments 2nd Floor        | 7:35  | Star Tower                  |       | Vareth Magic Institute            |        | Cache Apartments 1st Floor  |
|       | Cache Apartments 1st Floor        |       | Star Tower Interior         |       |                                   |        | Jill's Residence  |
|       | Blue Town of Water and Wisdom (1) | 8:05  | Star Tower Research Lab (2) |       | Vareth Magic Institute            | (20,00 | Tom's Hesidelice  |
|       |                                   |       | Star Tower Interior         |       | Blue Town of Water and Wisdom (2) |        |   |
| 7:00  | Vareth Magic Institute            | 14:25 | Star Tower                  |       | Blue Town of Water and Wisdom (1) |        | 5   |



BND FRZ



THOUGHT PROCESS

BRAVE > BRAVE > BRAVE

| Gigantic Ham<br>Element   | mer<br>None | -               | ISTA |        |    |
|---------------------------|-------------|-----------------|------|--------|----|
| Power Bangle<br>Reference |             | POT<br>X<br>BLZ | PAR  | en con | t  |
|                           | 173         | 002             | AP   | ATR    | DE |
|                           |             | 20              | 557  | 121    | 5  |
|                           |             | 25              | 778  | 137    | 8  |
|                           |             | 50              | 1887 | 220    | 1: |

| BLZ   | CON  | -CV | R P | ET  | DTH |       | BACKAL   | AY                 | PLAYDE     |       | GONUTS   |
|-------|------|-----|-----|-----|-----|-------|----------|--------------------|------------|-------|----------|
| ×     | ×    | 3   | R   | ×   | ×   |       | POSSIBLE |                    | POSSIBLE   |       | POSSIBLE |
| 00    | AP.  | ATK | DEF | EVA | LCR |       |          | 100                |            |       |          |
| 20    | 557  | 121 | 52  | 2   | 32  |       | ATTAC    |                    |            |       |          |
| 25    | 778  | 137 | 65  | 7   | 38  | 1     | TYPE     | NAME               |            |       | ELEME    |
| 50    | 1887 | 220 | 132 | 35  | 69  | -     | Attack   | Joaqu              | uel Attacl | <     | No       |
| 75    | 2996 | 303 | 198 | 62  | 100 |       |          | Steal              |            | -     | No       |
| MAX   | 4061 | 382 | 262 | 88  | 129 | -     | ARC 40   | KNO                | OCK BACK   | POWER | EUEG     |
| GRADE | A    | A   | D   | E   | E   | decky | 40       | -                  | 0.5        | 1     | -        |
| UNAUL | H    | H   | U   | 2 8 | 1 1 | - 1   | 00       | THE REAL PROPERTY. | -          |       | -        |

| -        | -    |     |     |     | -   |  |
|----------|------|-----|-----|-----|-----|--|
| <b>V</b> | AP.  | ATK | DEF | EVA | DC3 |  |
| 20       | 557  | 121 | 52  | 2   | 32  |  |
| 25       | 778  | 137 | 65  | 7   | 38  |  |
| 50       | 1887 | 220 | 132 | 35  | 69  |  |
| 75       | 2996 | 303 | 198 | 62  | 100 |  |
| MAX      | 4061 | 382 | 262 | 88  | 129 |  |
| GRADE    | A    | A   | D   | E   | E   |  |

| ×      | ×       | 1   | K   | ×     | ×   | POSSIBLE                  |             | POSSIBLE  |      | SIBLE   | CAN'T ENACT  |
|--------|---------|-----|-----|-------|-----|---------------------------|-------------|-----------|------|---------|--|
| 00     | AP-     | ATK | DEF | EVA   | DCR |                           | ****        |           |      | -       | 2550   |
| 20     | 557     | 121 | 52  | 2     | 32  | ATTAC                     |             |           |      |         |  |
| 25     | 778     | 137 | 65  | 7     | 38  | TYPE                      | NAME        |           | -    | ELEMENT |  |
| 50     | 1887    | 220 | 132 | 35    | 69  | The state of the state of | - Commercia | el Attack |      | None    | Medium   |
| 75     | 2996    | 303 | 198 | 62    | 100 | Attack                    |             | ~~~~      |      | None    | Short  |
| MAX    | 4061    | 382 | 262 | 88    | 129 | ARC 40                    | KNC         | CK BACK P | OWER | EFFECT  |  |
| GRADE  | A       | A   | D   | E     | E   | - Company                 |             | 0.5       | -    | -       | The same of the sa |
| SKTA   | 701-1-1 |     |     | -     |     | 60                        |             | 0         | 0.2  |         | iteal 1.0  |
| STRENG | TH PLU  | S * | 5 1 | र्घ क | 4   |                           |             |           |      |         |  |

WILLINGNESS TO ACCEPT ORDERS

ATTACK ENERY CURE FRIEND BACKUP

REQUIREMENTS CEVEL STIMING THE COCOON TREE

### DIRECTIONS

- Talk to Joaquel in the Void Community Basement between
- 17:00 and 9:00. Tell Joaquel "Sure" when he asks you to stand guard for him.
- O not enter the room you are

guarding.

| 577013 | ROGATION                 |       | 000000000000000000000000000000000000000 | (C)C)(C) |                         |
|--------|--------------------------|-------|---|----------|-------------------------|
| 0.00   | Void Community Basement— | 0.25  | LOCATION<br>The Vamoire Casino          | WW.5     | TVOID Community Hallway |
|        | Guards the vault         |       |   |          |                         |
|        |                          |       | Club Vampire                            | 16:50    | Void Community Basement |
| 9:10   | Void Community Hallway   | 16:15 | The Vampire Casino                      |          | Guards the vault        |
|        |                          | _     |   | 17.00    | ouarus trie vault       |

Fail Joaquel's task the first night to gain access to the Treasury.

# OHAN

# VARETH MAGIC INSTITUTE

Johan is a student of the Vareth Magic Institute. His father made him join the institute, but he must have had potential, as he has absorbed much during his time there. However, he has too much confidence and is always convinced he's correct, leading him to clash with colleagues. He has no friends.

DAGOL DROP ENCOUNTER

### CHARACTER DATA

# 

| Vatirork<br>Element Wind       | RESIS |
|--------------------------------|-------|
| Vareth Uniform<br>Element Wind | 817 C |

|   | RES  | ISTAN | CES     |          |       |
|---|------|-------|---------|----------|-------|
| ı | POT  | PAR   | BLD     | BND      | FRZ   |
| 9 | ×    | *     | *       | *        | ×     |
| ı | DLZ. | CON   | UK<br>X | X        | N X   |
| 1 | 000  | ~     | ~m ~    | 77. (200 | 0.000 |

|      | ATK                             | DEF   | EVA.  | nan-   |
|------|---------------------------------|---|---|--|
|      |                                 |   |   | LLA  |
| 120  | 50                              | 65  | 23  | 72   |
| 524  | 102                             | 114   | 51  | 113  |
| 056  | 172                             | 179   | 89  | 168  |
| 1588 | 242                             | 244   | 127   | 224  |
| 098  | 308                             | 306   | 163   | 277  |
| E    | C                               | C   | Ε   | A  |
|      | 524<br>056<br>1588<br>2098<br>E | 524 102<br>1056 172<br>1588 242<br>1098 308 | 524 102 114<br>1056 172 179<br>1588 242 244<br>1098 308 306 | 524         102         114         51           1056         172         179         89           1588         242         244         127           1098         308         306         163 |

|                       | Description of the Party of the |   |   |   |   |   |        |  |
|-----------------------|--|---|---|---|---|---|--------|--|
| OUGHT PROCESS         | SKTOL  |   | _ | - | - |   | ı      |  |
| SSIVE > TIMID > TIMID | BAO CARRIER  | * | ☆ | 立 | ☆ | ŵ | 10,000 |  |
|                       | -  | - | - | - | _ |   | 10     |  |

# WILLINGNESS TO ACCEPT ORDERS

| ATTACK ENEMY | CURE FRIEND | BACKUP   | BE BATT     |
|--------------|-------------|----------|-------------|
| POSSIBLE     | CAN'T ENACT | POSSIBLE | POSSIBLE    |
|              | PLAY DEAD   |          | USEVOLTY    |
| POSSIBLE     | POSSIBLE    | POSSIBLE | CAN'T ENACT |

|   | Processors |              |      |     | ************ |        | *************************************** |
|---|------------|--------------|------|-----|--------------|--------|---|
| - | ATTAC!     | KS           |      |     |              |        |   |
| 3 | TYPE       | NAME         |      |     | ELEME        | NT R   | ANGE                                    |
| 9 | Attack     | Thunderstorm | Lv.1 | 0-0 | Wir          | id     | Long                                    |
|   | Attack     | Thunderstorm | Lv.2 | 0-0 | Wir          | ld     | Long                                    |
|   | Attack     | Thunderstorm | Lv.3 | 0-0 |              | d      | Long                                    |
|   | ARC        | KNOCK BACK   | POW  | ER  | EFFECT       |        |   |
|   | 0          | 1            |      | 1.4 | Kn           | ock Ba | ick                                     |
|   | 0          | 1            |      | 1.5 | Kn           | ock Ba | ick                                     |
|   | 0          | 1            |      | 16  | V.           | nok Br | ock                                     |



### REQUIREMENTS LEVEL TIMING FRIENO TUTORIA

# DIRECTIONS

1 Talk to Johan on five different days Johan will tell you a new lie each day, until he joins you on the fifth.

# SCHEDULE SA PARORO RADRA DE PROPERO RADR

| 3 | -mmore | DOGGETATOR                        | -     | 0.000                        | -     | 0.000                              | -      | 0.000                       |
|---|--------|-----------------------------------|-------|------------------------------|-------|------------------------------------|--------|-----------------------------|
|   | 1000   | LOCATION                          | 10003 | LOCATION                     | TIME  | LOCAT/ON                           | T I ME | LOCATION                    |
|   | 0:00   |                                   |       |                              |       |                                    |        | Teagle Apartments 1st Floor |
| , | 2:00   | Johan's Residence                 | 12:40 | Cafeteria                    | 19:55 | Moon Tower                         | 21:20  | Teagle Apartments 2nd Floor |
|   | 11:40  | Teagle Apartments 2nd Floor       | 12:50 | Moon Tower                   |       | Cafeteria                          | 21:30  | Johan's Residence           |
| 1 | 11:45  | Teagle Apartments 1st Floor       | 13:00 | Moon Tower Interior          | 20:20 | Vareth Magic Institute             |        |                             |
|   | 11.55  | Plue Town of Motor and Mindom (2) | 12:40 | Moon Tower Personnel Lab (2) | 20-40 | Eluo Tourn of Motor and Micdom (2) |        |                             |





Kain is the high priest of the Olacion Order. Brought to the guild by the former high priestess, Enjela, he became a monk and his powers really blossomed. He was named high priest after the disappearance of Enjela. A wise and charismatic man, he has deeply held beliefs but is not a zealot.

EXP DAGOL DROP

ENCOUNTER



Thinks he should renovate the Olacion Wishes he'd get Order's constitution

along better with Anastasia

Acts as his

bodyguard

# CHARACTER DATA

# 



High Priest's Gown None

Miracle Amulet

RESISTANCES POT PAR BLD BND FRZ CON CUR PET DTH 0 0 IV HP ATK DEF EVA LCK

280 234 248 177 299 75 3858 330 291 290 192 MAX 5003 398 367 347 213 A

THOUGHT PROCESS STANDARD > STANDARD > STANDARD SKILL AUTO CURE \* \* \* \* \$ WILLINGNESS TO ACCEPT ORDERS

ATTACKENENY CURE FRIEND BACKUP BE BATT BACK AWAY PLAY DEAD GONUTS USE VOLTY

ATTACKS ELEMENT RANGE TYPE NAME Attack Palm of Energy Restore Moonlit Heal SE The End of Time Voltv 0-0 None 0 None ARC KNOCK BACK POWER EFFECT

|   | 1   |     | KROCK Back                         |
|---|-----|-----|------------------------------------|
| _ | _   | _   | Restores 35% of Party's Maximum HP |
| _ | 1.3 | 0.2 | _                                  |
|   | 1.3 |     | 888 Fixed Damage, Knock Back       |

REQUIREMENTS LEVEL TIMING PEOPLE BEGIN TO CHANGE

# DIRECTIONS

- the Olacion Order. Rocky is not
- Talk to Kain.



W



# Kain (CONT.)

### MEMBERS OF THE VARETH MAGIC INSTITUTE

|  | HE VAKEIH MA   | IGIC INSTITUTE |  |  |        |         |                |
|--|--|----------------|--|--|--------|---------|----------------|
| NAME   | PAGE   | NAME           | PAGE   | NAME   | DACE   | morra   | 0007           |
| Achilles   | [pgXX]   | Cosmo          | [pgXX]   | Fernando   | [pgXX] | Miranda | PAGE<br>[pgXX] |
| Adina  | [pgXX]   | Dwight         | [pgXX]   | Flora  | [pgXX] | Vitas   | [pgXX]         |
| Alvin  | [pgXX]   | Edgar          | [pgXX]   | Godwin   | [pgXX] | 141100  | IIbavvi        |
| Anastasia  | [pgXX]   | Elena          | [pgXX]   | Grant  | [pqXX] |         |                |
| Clive  | [pgXX]   | Eugene         | [pgXX]   | Lulu   | [pgXX] |         |                |
| The second secon | and the same of th |                | The state of the s | District Control of the Control of t | Mr. W. |         |                |

ACHIDULE DE CASICACIA CASCASCAS CASCASCAS CASCASCAS CASCAS CASCAS

| TEME LOCATION  | TIME   | Confessional (2)      | 150003 | DOGG TOTAL                    | CHAMP | 0000-3300                       |
|--|--------|-----------------------|--------|-------------------------------|-------|---------------------------------|
| 0.00   Olacion Order Chapel  | 10:50  | Confessional (2)      | 13:45  | Olacion Order Shrine (1)      | 10.00 | White Town of Stars and Faith   |
| 6:00 Olacion Order Chapel  | 13:00  | Mortal Tree Hallway   |        | White Town of Stars and Faith | 15.55 | viville fown of Stars and Faith |
|  |        | Olacion Order Chanel  |        |                               | 16:25 | Olacion Order Shrine (1)        |
| TOTAL INDICAT THE TRAINWAY   | 113.23 | Totacion Order Chapei | 14:25  | Path of Swords and Wisdom     | 16:35 | Olacion Order Chapel            |
| * Annual Control of the Control of t |        |                       |        |                               |       |                                 |



# CHARACTER DATA

# <u>නෙමන්මන්මන්මන්මන්මන්මන්මන්මන්මන්ම</u>



| 002   | AP . | ATK | DEF | EVA | LCK- |
|-------|------|-----|-----|-----|------|
| 10    | 168  | 57  | 78  | 41  | 38   |
| 25    | 456  | 85  | 109 | 67  | 56   |
| 50    | 936  | 133 | 160 | 111 | 86   |
| 75    | 1417 | 181 | 212 | 155 | 116  |
| MAX   | 1879 | 228 | 261 | 198 | 144  |
| GRADE | F    | F   | D   | 0   | E    |

|    | The same of the sa |   |   | - | - | _ |
|----|--|---|---|---|---|---|
| 35 | SKIM   |   | - | - | - |   |
| 0  | PREVENT PARALYZE   | * |   | ☆ | ☆ | û |
|    |  |   |   |   |   |   |

| WILLINGNE   | SS TO ACC   | EPT ORDE | RS |
|-------------|-------------|----------|----|
| ATTACKENENT | CURE FRIEND | BACKUP   | BE |

| 1 |          |          | POSSIBLE    |
|---|----------|----------|-------------|
|   | POSSIBLE | POSSIBLE | CAN'T ENACT |

| ATTACKS |            |               |      |       |                |  |  |  |  |  |
|---------|------------|---------------|------|-------|----------------|--|--|--|--|--|
| TYPE    | NAME       |               |      | ELEME | NT             | RANGE  |  |  |  |  |
| Attack  | Thrust     |               | No   | ne    | Medium         |  |  |  |  |  |
| Attack  | Cross Bash |               |      | No    | ne             | Medium   |  |  |  |  |
|         | Rice Ball  |               |      | _     |                | -  |  |  |  |  |
| ARC     | KNOCKE     | ACK_P         | OWER | EFFEC |                |  |  |  |  |  |
| 40      | 0.5        | 1             | 1.2  |       | -              | -  |  |  |  |  |
| 00      |            | Name and Post | -    |       | MANORAL STREET | Control of the Contro |  |  |  |  |

ores 30% of Keaton's Maximum HI



RELATIONSHIP CHART

feeds them

CHICKENS

Takes care of them

# S FRIEND TUTORIAL

# DIRECTIONS Talk to him after Tarkin has joined





THOUGHT PROCES

# EBAN NO AFFILIATION

A farmer who grows only enough food to feed himself and his family. He is not interested in the rest of the world and is corrent as long as his loved ones are happy. He is rarely willing to try mything new and sticts to the same everyday routine. He enjoys having a quiet, peaceful drink in the evening.

EXP DAGOL DROP ENCOUNTER

| 135 | HEATING TABLET | LEBAN |

# RELATIONSHIP CHART GONBER Practically family Freebader



THOUGHT PROCESS

BRAVE > TIMID > TIMID

RESISTANCES

POT PAR BLD BND FRZ

\* \* \* \* \* \*

ELZ GON GVR PET DTH

\* \* \* \* \*

| 00    | HP   | ATT3 | DEF | EVA | LCK. |
|-------|------|------|-----|-----|------|
| 4     | 116  | 42   | 47  | 23  | 25   |
| 25    | 471  | 91   | 88  | 73  | 63   |
| 50    | 894  | 149  | 137 | 132 | 109  |
| 75    | 1317 | 208  | 186 | 192 | 155  |
| MAX   | 1722 | 265  | 233 | 249 | 199  |
| GRADE | E    | D    | E   | В   | C    |

| GRADE E        | D | E | 1      | 3   | C |
|----------------|---|---|--------|-----|---|
| SKM            |   |   |        | -   |   |
| FIERCE DEFENSE | * | 立 | ☆      | ·   | ☆ |
|                | - | - | MARINE | No. | - |



| ATTACKS |            |           |                    |  |  |  |  |  |  |  |
|---------|------------|-----------|--------------------|--|--|--|--|--|--|--|
| TYPE    | NAME       |           | ELEMENT            | RANGE  |  |  |  |  |  |  |
| Attack  | Downwar    | d Swing   | None               | Long   |  |  |  |  |  |  |
| Attack  | Horizonta  | l Swing   | None               | Long   |  |  |  |  |  |  |
| Restore | Rice       | Rice Ball |                    | -  |  |  |  |  |  |  |
| ARC     | KNOCK BACK | POWER     | EFFECT             | -  |  |  |  |  |  |  |
| 40      | 0.5        | 1.2       | -                  | -  |  |  |  |  |  |  |
| 120     | 120 0.5    |           | _                  | THE STATE OF THE S |  |  |  |  |  |  |
|         |            | -         | Restores 30% of Le | ban's Maximum HP   |  |  |  |  |  |  |

# GATHERING FRIENDS

Kind of weird

REQUIREMENTS

PEVEL TIMES

FRIENO TUTORIAL

# DIRECTIONS

Talk to Wyze to find out that Leban is missing.

Approach Leban in Tria Region (1)

to trigger his plea for help.

Save Leban from the attacking monsters.

| - 3 | O'CLUBA.     |                                       | 1021  | O DIO DIO DIO LA             |       |                         |       |                               |
|-----|--------------|---------------------------------------|-------|------------------------------|-------|-------------------------|-------|-------------------------------|
|     | 500013       | 0000000                               | 50003 | DOGATOON                     | STORE | Goes back to the fields | TIME  | NOCATION<br>Tiria Village (2) |
|     | 0.00         | LOCATION<br>Elder's Residence Kitchen | 9:20  | LOCATION<br>Tria Village (1) | 14:00 | Goes back to the fields | 18:20 | Tria Village (2)              |
| 1   | 5:10         | Elder's Residence Entrance            | 9:40  | Working in the fields        | 14:30 | Working in the fields   | 18:40 | Elder's Residence Entrance    |
| 1   | 5:10<br>5:20 | Tria Village (2)                      | 12:00 | Returns from the fields      | 18:00 | Returns from the fields | 18:50 | Elder's Residence Kitchen     |
| - 4 | 0.20         | Titta village (E)                     | 12.00 | Protection we trains         |       |                         | ,     |                               |



EONA VARETH MAGIC INSTITUTE

Leona is a student of the Vareth Magic institute and Genius' younger sister. While working hard under Cecil, she managed to decipher some magic documents left by the original president of the institute. She is the only one who can read the manuscript. A very shy and timid girl, she always has a worried look on her face.

EXP DAGOL DROP ENCOUNTER
19 277 INVINCIBILITY MED TEORIA, HEAVY GUARDSMANIAI XI, LIGHT GUARDSMAN



CHARACTER DATA



Reference [pg287]

THOUGHT PROCESS

BRAVE > TIMID > TIMID

| RESISTANCES |     |              |    |      |          |   |  |  |  |  |  |
|-------------|-----|--------------|----|------|----------|---|--|--|--|--|--|
| POT         | PAR | BLD          | B  | ND I | FRZ      |   |  |  |  |  |  |
| 0           | A   | COVE.        |    | A .  | A        |   |  |  |  |  |  |
| BLZ         | CON | CUI          |    |      | DTH<br>O | A |  |  |  |  |  |
| 000         | ~   | and the same |    | Em   | -        | - |  |  |  |  |  |
| W           | AP. |              |    |      | LCK      | ļ |  |  |  |  |  |
| 3           | 102 | 49           | 25 | 33   | 45       | ŀ |  |  |  |  |  |
| 25          | 738 | 129          | 74 | 92   | 104      | ۱ |  |  |  |  |  |

| W          | AP   | ATK | DEF | EVA | DC3 |
|------------|------|-----|-----|-----|-----|
| 3          | 102  | 49  | 25  | 33  | 45  |
| 25         | 738  | 129 | 74  | 92  | 104 |
| 50         | 1461 | 220 | 130 | 160 | 172 |
| 75         | 2183 | 311 | 187 | 227 | 239 |
| MAX        | 2877 | 398 | 241 | 292 | 304 |
| GRADE      | C    | A   | E   | A   | A   |
| CONTROL OF |      |     |     |     |     |

HERCE DEFENSE

|      | WILLINGNESS TO ACCEPT ORDERS |             |        |             |  |  |  |  |  |  |
|------|------------------------------|-------------|--------|-------------|--|--|--|--|--|--|
| 2000 | ATTACK ENEMY                 | CURE FRIEND | BACKUP | BE BATT     |  |  |  |  |  |  |
|      |                              | CAN'T ENACT |        | POSSIBLE    |  |  |  |  |  |  |
|      | BACK AWAY                    | PLAY DEAD   | GONUTS | USEVOLTY    |  |  |  |  |  |  |
|      |                              | POSSIBLE    |        | CAN'T ENACT |  |  |  |  |  |  |

| ATTACKS |        |            |    |     |               |         |  |  |  |  |
|---------|--------|------------|----|-----|---------------|---------|--|--|--|--|
|         |        | ME         | _  | _   | ELEMENT       | RANGE   |  |  |  |  |
| Attack  | Kh     | ar-fu      |    | 0-0 | None          | Short   |  |  |  |  |
| Attack  | Na     | a Rhubi    |    |     | None          | Short   |  |  |  |  |
| Other   | Re     | ad Book    | ~  | ~~  | -             |         |  |  |  |  |
| ARC     | erani. | KNOCK BACK | PO | WER | EFFECT        |         |  |  |  |  |
| 0       |        | 0          |    | 1.3 | Ignore        | s Guard |  |  |  |  |
| 0       |        | 0          |    | 0.8 | Ignores Guard |         |  |  |  |  |
|         |        |            |    | -   |               |         |  |  |  |  |

DA DE LA COMPANIO DEL COMPANIO DE LA COMPANIO DE LA COMPANIO DEL COMPANIO DEL COMPANIO DE LA COMPANIO DE LA COMPANIO DEL COMPANIO DEL COMPANIO DE LA COMPANIO DEL COMPANIO DE

| 500013       | LOCATION                          | 50003 | LOCATION                         | THE   | LOCATION                          |
|--------------|-----------------------------------|-------|----------------------------------|-------|-----------------------------------|
| 0:00         | Leona's Residence                 | 8:40  | Star Tower Research Lab (2)      |       | Vareth Magic Institute            |
| 3:00<br>7:05 | Leona's Residence                 | 10:45 | Star Tower Interior              |       | Blue Town of Water and Wisdom (2) |
| 7:05         | Leopearl Apartments 1st Floor     | 10:55 | Star Tower                       |       | Leopearl Apartments 1st Floor     |
| 7:10         | Blue Town of Water and Wisdom (2) | 11:10 | Cafeteria                        |       | Leona's Residence                 |
| 7:35         | Vareth Magic Institute            | 11:30 | Vareth Magic Institute           |       | Leopearl Apartments 1st Floor     |
| 7:50         | Cafeteria                         | 11:45 | Vareth Magic Institute 2nd Floor | 23:45 | Leona's Residence                 |
| 8:10         | Star Tower                        | 11:55 | Library                          |       |                                   |
| 8:10<br>8:25 | Star Tower Interior               | 19:45 | Vareth Magic Institute 2nd Floor |       |                                   |

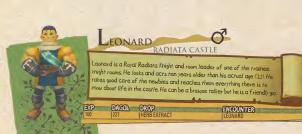
# REQUIREMENTS

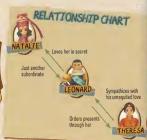
DEVEL STIMING THE RED LION

# DIRECTIONS

- Begin the Leona's Glasses sub
- scenario. Talk to Leona in the Vareth
- Magic Library. She tells you that she is interested in the Voynich Manuscript. Ask Leann about the Voynich
  - Manuscript.
- Retrieve the book from Aldo. Talk to Leona in the Library
- again and hand her the Voynich Manuscript.
- Talk to Leona again to learn about the Book of Angels
- Retrieve the Book of Angels from the Treasure Chest in the Septem Caves (7) accessed via Algandars
- Return to Leona when she is in the B Library, and give her the Book of

The Book of Angels is located in the depths of Algandars Castle





# LEONARD (CONT.)

# CHARACTER DATA

# o de la company de la company



THOUGHT PROCESS

BRAVE > TIMIO > TIMID

SKILL PREVENT PETRIFY ★ ☆ ☆ ☆

| RES | ISTA | NCES |         |      |
|-----|------|------|---------|------|
| POT | PAR  | BLD  | BND     | FRZ  |
| 0   | *    | *    | *       | ×    |
| 24  | LUN  | CUR  | PET     | DIH. |
| 000 | 1    | ~ ~  | 77 (70) | 000  |

403 84 85 37

877 121 121 60 50 1865 198 196 110 75 2854 275 271 159 MAX 3803 350 344 206

GRAOE A 8 B C O

13

25

| WILLINGNI                | ESS TO ACCI                | EPT ORDER         |
|--------------------------|----------------------------|-------------------|
| ATTACK ENEMY<br>POSSIBLE | CURE FRIEND<br>CAN'T ENACT | POSSIBLE          |
| BACK AWAY<br>POSSIBLE    | PLAY DEAD<br>POSSIBLE      | CONUS<br>POSSIBLE |

| POSSIBLE         | CAN'T EN          | ACT PO   | SSIBLE        | POSSIBLE    |  |  |  |
|------------------|-------------------|----------|---------------|-------------|--|--|--|
| POSSIBLE         | POSSIBLE          |          | SSIBLE        | CAN'T ENACT |  |  |  |
| ATTACKS          |                   |          |               |             |  |  |  |
|                  |                   |          |               |             |  |  |  |
| TYPE N<br>Attack | AME<br>1 Sideway: | s Attack | ELEMEN<br>Non |             |  |  |  |
| Attack Attack    | 1 Sideway:        |          | Non           | e Short     |  |  |  |
| Attack           | 1 Sideway:        |          | Non           | e Short     |  |  |  |

REQUIREMENTS LEVEL TUMING BATTLE AT LUPUS GATE

DIRECTIONS

# Talk to him with Natalie in your

| 131 (13) |                            |       |                                   | reserve |                                   | 05/6  | CHO CHO CHO CHO            |
|----------|----------------------------|-------|-----------------------------------|---------|-----------------------------------|-------|----------------------------|
| THE      | LOCATION                   | TUME  | LOCATION                          | 1977    | DOGATI (ON                        | STORE | DOGATION                   |
| 0.00     | Trainee's Room (1)         |       | Radiata Castle B1 Hall (5)        | 16:35   | Radiata Castle 1st Floor Hall (3) | 21:30 | Radiata Castle B1 Hall (5) |
| 7:30     | Radiata Castle B1 Hall (3) |       | Radiata Castle B1 Hall (4)        | 16:45   | Radiata Castle 1st Floor Hall (2) | 21:40 | Radiata Castle B1 Hall (4) |
| 7:45     | Radiata Castle Small Tower |       | Radiata Castle Small Tower        | 17:00   | Radiata Castle Small Tower        | 21:55 | Radiata Castle Small Tower |
| 7:55     | Radiata Castle B1 Hall (4) | 14:05 | Radiata Castle 1st Floor Hall (2) | 17:15   | Radiata Castle B1 Hall (4)        |       | Radiata Castle B1 Hall (3) |
| 8:10     | Radiata Castle B1 Hall (5) | 14:20 | Radiata Castle 1st Floor Hall (3) | 17:30   | Radiata Castle B1 Hall (5)        |       | Trainee's Room (1)         |
| 8:20     | Radiata Castle B1 Hall (6) | 14:30 | Radiata Castle 1st Floor Hall (1) | 17:40   | Radiata Castle B1 Hall (6)        | -     |                            |
| 8:35     | Training Facility          | 14:50 | Men's Toilet                      | 17:55   | Training Facility                 |       |                            |
| 13:10    | Radiata Castle B1 Hall (6) | 16:15 | Radiata Castle 1st Floor Hall (1) |         | Radiata Castle B1 Hall (6)        |       |                            |





102

133

Assistant trainee leader of the Void Community. She came to the bandit guild after fleeing from her malevolent parents. She trains under I ris and is given the assassin name Vice (White Princess). She has few interests and always seems to be kind of dazed. She lacks motivation and doesn't usually act until told to do so.

| -                          |       |               |                |
|----------------------------|-------|---------------|----------------|
| EXP                        | DAGOL | DROP          | (ETTOCHICTECT) |
| 924                        | 347   | COOLING SPRAY | ENCOUNTER      |
| T. Townsell or to the same | _     | -             | LICI           |



Recruits

# CHARACTER DATA

a de la compansión de l RESISTANCES

| Vaise<br>Element | Wind |
|------------------|------|
| Arahum           |      |

Wind

| POT<br>*<br>BUZ<br>* | PAR<br>CON | CUR |     | ×    | RZ<br>×<br>DTH<br>× |
|----------------------|------------|-----|-----|------|---------------------|
| CV-                  | AP .       | ATK | DEF | EVA) | DCK                 |
| -                    |            | wee |     | -    | -                   |
| 27                   | 488        | 160 | 45  | 128  | 76                  |

| WILLINGNI                | ESS TO ACCE | PT ORDERS          |             |
|--------------------------|-------------|--------------------|-------------|
| AUTACK ENEMY<br>POSSIBLE | CURE FRIEND | BACKUP<br>POSSIBLE | POSSIBLE    |
|                          | PLAYDEAD    |                    | USEVOLT     |
| POSSIBLE                 | POSSIBLE    | POSSIBLE           | CAN'T ENACT |

| GATHERIN | NG F | RIENI | )S |
|----------|------|-------|----|
| DEOLUDEA | CENT | ne ma |    |

LEVEL TIMING FRIENO TUTORIAL

| Assassin Suit |      |
|---------------|------|
| Element       | None |

THOUGHT PROCESS

BRAVE > BRAVE > BRAVE

Element

| -        |       | terms. |     | -   | _   |  |  |
|----------|-------|--------|-----|-----|-----|--|--|
| 27       | 488   | 160    | 45  | 128 | 76  |  |  |
| 50       | 1237  | 223    | 80  | 214 | 116 |  |  |
| 75       | 2051  | 292    | 118 | 309 | 160 |  |  |
| MAX      | 2833  | 358    | 155 | 399 | 202 |  |  |
| GRAOE    | C     | В      | E   | S   | C   |  |  |
| CONTRACT | COCTO |        |     |     |     |  |  |

PREVENT PETRIFY \* 🟚 🏚 🏚

| INE ALLO. |    |            |    |     |           |        |
|-----------|----|------------|----|-----|-----------|--------|
| TYPE      | M  | ME         | =  | -   | ELEMENT   | RANGE  |
| Attack    | Do | uble Edge  |    |     | Wind      | Medium |
| Attack    | Do | ouble Fall |    |     | Wind Medi |        |
| Attack    | De | eath Cross |    | 0-0 | Wind      | Medium |
| ARC       |    | KNOCK BACK | PO | JER | EFFECT    |        |
| 40        |    | 1          |    | 1.3 |           |        |
| 40        |    | 0.5        |    | 1.2 |           |        |

0.8

# DIRECTIONS

Talk to her in the Path of The Spider I (20) between 13:00 and 15:00. She faults you for getting in the way, and initiates a duel. Defeat her.

| STORE DOGGETTON                   | 577773 | DOGATION   | SAME  | 0000000                          | CAMP  | 0000-7000                      |
|-----------------------------------|--------|--|-------|----------------------------------|-------|--------------------------------|
| 0.00 Black fown of Night and Lust | 5:00   | Lilv's Residence   | 9:40  | 1000110N<br>IBeast Pit (2-1-4-3) | 17:15 | Club Vampire                   |
| 2:30 Gepald Apartments 2nd Floor  | 9:05   | Gepald Apartments 2nd Floor  | 10:50 | Club Vampire                     |       | Beast Pit (3-4-1-2)            |
| 2:40 Lily's Residence             | 9:10   |  |       | The Vampire Casino               |       | Black Town of Night and Lust   |
|                                   |        | A STATE OF THE STA | 10170 | Title validate decitio           | 10.40 | Diack lowing it wight and East |

CHIEDUR OF CONTRACT IS TOUR THE PROPERTY OF CONTRACT OF CONTRACTOR OF CONTRACT OF CONTRACT

| CAMP   | NO GATION                   | CAMP  | DOGATION                   | -TOOM | 0000                       | TO BLUE CO. | STABLABIODIODIO              |
|--------|-----------------------------|-------|----------------------------|-------|----------------------------|-------------|------------------------------|
| Maria- |                             | WW3_  |                            | THME  | LOGATION                   | THE ME      | DOGATION                     |
|        |                             |       |                            | 15:25 | Path of The Spider I (18)  |             | Noid Community Torture Room  |
|        | Beast Pit (2-1-4-3)         |       | Path of The Spider II (11) | 15:50 | Path of The Spider I (17)  | 20:10       | Void Community Basement      |
|        | Club Vampire                | 7:50  | Path of The Spider I (6)   | 16:35 | Path of The Spider I (16)  | 20:25       | Void Community Hallway       |
|        | The Vampire Casino          | 8:20  | Path of The Spider I (7)   | 16:55 | Path of The Spider I (7)   |             | The Vampire Casino           |
|        | Void Community Hallway      | 8:35  | Path of The Spider I (16)  | 17:10 | Path of The Spider I (6)   |             | Club Vampire                 |
| 5:05   | Void Community Basement     | 8:55  | Path of The Spider I (17)  |       | Path of The Spider II (11) |             | Beast Pit (3-4-1-2)          |
|        | Void Community Torture Room | 9:40  | Path of The Spider I (18)  |       | Path of The Spider II (8)  |             | Black Town of Night and Lust |
| 5:30   | Path of the Spider II (10)  | 12:40 | Path of The Spider I (20)  |       | Path of The Spider II (10) |             | and Edst                     |

# LULU OLACION ORDER 4

Lulu is a follower of the Olacion Order. She is also the daughter of the president of a famous pharmaceutical company, flowever, she lost her parents in an accident and had to tale over the family business. It was then that she met fhostsasia, with whom she shared many ideas. She is not good at telling right from wrong, but she's a sweet girl.

P DAGOL DROP

ENCOUNTER LULU, HEAVY GUAROSMANIA) X3

CHARACTER DATA

Robe of Order
Element None

Luck Bracelet
Reference [pg287]

THOUGHT PROCESS

SKTQ. STATUS CURE WILLINGNESS TO ACCEPT ORDERS

ATTACKENEN, QURE FRIEND BACKUP.
POSSIBLE POSS

|              | HOGATION                             |       | 100AT/0N                          |       | 100011001                            |
|--------------|--------------------------------------|-------|-----------------------------------|-------|--------------------------------------|
| 0:00         | Lulu's Apartment                     | 6:50  | Anastasia's Room                  | 17:15 | Path to the Sun                      |
| 4:40         | Tigers Apartments 2nd Floor          | 8:40  | Olacion Order Mortal Tree Hallway | 17:35 | Vancoor Square                       |
| 4:45         | Tigers Apartments 1st Floor          | 8:50  | Olacion Order Chapel              | 20:20 | Yellow Town of the Sun and Glory (2) |
| 4:55         | Yellow Town of the Sun and Glory (2) | 10:40 | Olacion Order Mortal Tree Hallway | 20:35 | Tigers Apartments 1st Floor          |
| 5:10         | Radiata Castle Front Gate            | 10:50 | Anastasia's Room                  | 20:50 | Tigers Apartments 2nd Floor          |
| 5:40         | Olacion Order Shrine (1)             | 16:10 | Olacion Order Mortal Tree Hallway | 21:00 | Lulu's Residence                     |
| 6:15<br>6:30 | Olacion Order Shrine (2)             | 16:30 | Olacion Order Shrine (2)          |       |                                      |
| 6:30         | Olacion Order Mortal Tree Hallway    | 16:45 | Diacion Order Shrine (1)          |       |                                      |

**GATHERING FRIENDS** 

RELATIONSHIP CHART

Looks up to her

Oraws her into the

New Faction

REQUIREMENTS

WEVEL TUNING

FRIEND TUTORIAL

DIRECTIONS

Talk to Lulu to find out that her cat has gone missing.

Find her cat, Pooch, on the piles of trash at the edge of Black Town of

Night and Lust.

Return to Lulu with Pooch.

There is only one Pooch; don't be fooled by the others.



NO AFFILIATION

A macho dandy, he is the president of JFT Co, the weapon manufacturing company. He leaves the work of the company to his employees, so he can spend his time free from worldly cares. He likes to strike poses when he's talking. He makes regular exercise part of his lifestyle.

XP DAGOL DROP 326 HERB EXTRAC

ENCOUNTER

CHARACTER DATA



THOUGHT PROCESS

BRAVE > BRAVE > BRAVE

|   | RES | 151A      | NUE  | 3  |       |           |  |
|---|-----|-----------|------|----|-------|-----------|--|
| - | POI | PAR       | BLD  | B/ | ID I  | FRZ       |  |
|   | ×   | ×         | ×    |    | ×     | ×         |  |
| 1 | BLZ | CON       | CUR  |    |       | 2061<br>* |  |
| ı | 000 | ~         | 0-70 | ~  | e com |           |  |
|   | 7   | HP<br>GEO | AUS  |    | EVA)  | LCK       |  |

| LV    | nr_  | MIK | DET_ | EVA | LUK |
|-------|------|-----|------|-----|-----|
| . 7   | 858  | 55  | 58   | 21  | 77  |
| 25    | 1583 | 104 | 106  | 56  | 100 |
| 50    | 2590 | 173 | 173  | 105 | 132 |
| 75    | 3597 | 242 | 241  | 154 | 164 |
| MAX   | 4563 | 308 | 306  | 201 | 195 |
| GRACE | A    | C   | C    | C   | 3   |

| OHAOLI  | - Constant | - | -  | 1 | _ | - | Z |
|---------|------------|---|----|---|---|---|---|
| SKM     |            | _ |    | _ | _ |   |   |
| DEFENSE |            | * | 12 | ☆ | ☆ | ☆ | , |
|         |            |   |    |   |   |   |   |



| ATTACK | CS         |       |         |        |
|--------|------------|-------|---------|--------|
| TYPE   | NAME       |       | ELEMENT | RANGE  |
| Attack | Muscle P   | ose1  | None    | Medium |
| Attack | Muscle P   | ose2  | None    | Medium |
| ARC    | KNOCK BACK | Dem D | EFFECT  |        |
| 90     | 1          | 0.8   |         |        |
| 90     | 1          | 0.9   |         | narana |



# GATHERING FRIENDS

REQUIREMENTS

LEVEL TIMING

AN ECCENTRIC VISITOR

DIRECTIONS

Talk to Lyle with Conrad in your party.

# LYLE (CONT.)

| THE DOOM ON            | 57773 0000-7700      | CERTIFIC DOCUMENTS     | 36444848484848484848   |
|------------------------|----------------------|------------------------|------------------------|
| 0:00 Lyle's Residence  | 11:10 Lyle's Mansion | 13:20 Vancoor Square   | 20:50 Lyle's Mansion   |
| 5:00 Lyle's Mansion    |                      | 13:40 Lyle's Mansion   |                        |
| 10:00 Lyle's Residence |                      | 16:50 Lyle's Residence | 23:40 Lyle's Residence |
|                        | 1                    | Total Legica Healdence | 5                      |



# VARETH MAGIC INSTITUTE

Marietta entered the Vareth Magic Institute at the age of thirteen. She is always working hard to overcome her own tough luck Everyone thought she would rise rapidly through the ranks, but she has been held back by her one major flaw her chronic clumsiness. Someday, she'll make it big.

DAGOL DROP ENCOUNTER
218 HERB EXTRACT MARIETTA, APPRI

CHARACTER DATA

THOUGHT PROCESS

PASSIVE > PASSIVE > TIMIO

ඉවත්වෙන්වෙන්වෙන්වෙන්වෙන්වෙන්



75

SKTLL

WATER DEFENSE \*

| POT  | PAR  | BLD   | BND   | FRZ |
|------|------|-------|-------|-----|
| RI 7 | X X  |       | N DET | DTH |
| ×    | *    | ×     | *     | ×   |
| M-   | AP-A | TK DE | F-EVA | DC3 |

550 113 116

1221 186 183

1892 260 251 MAX 2537 330 316

GRADE D B C

| 8   | -    | 1 1  |
|-----|------|------|
| 20  | DCK- | TO A |
| 33  | 14   | A    |
| 58  | 29   | U    |
| 108 | 59   | -    |
| 57  | 89   | 1    |
| 104 | 117  | 1    |
| 0   | r    | YA!  |

| 14  | ATTAC  |
|-----|--------|
| 29  | Other  |
| 59  | -      |
| 89  | Attack |
| 117 | Attack |
| Е   | ARC    |
|     | -      |



| WILLINGS   | ESS TO ACC  | LI I ORDE | ALD THE     |
|--|-------------|-----------|-------------|
| ATTACK ENEM  | CURE FRIEND | BACKUP    | BE BATT     |
| POSSIBLE   | CAN'T ENACT | POSSIBLE  | POSSIBLE    |
| BACK AWAY  | PLAY DEAD   | GONUTS    | USEVOLT     |
| POSSIBLE   | POSSIBLE    | POSSIBLE  | CAN'T ENACT |
| Inches and the same of the sam | -           |           |             |

| ı      | ATTAC  | K5            |   |         |       |
|--------|--------|---------------|---|---------|-------|
| 000000 | Other  | Stumble       | *************************************** | ELEMENT | RANGE |
|        | Attack | Stone Javelin | Lv.1                                    | Earth   | Long  |
|        | Attack | Stone Javelin | Lv.2                                    | Earth   | Long  |
|        |        | ANULA DALA    | POWER                                   | EUEGO   |       |
|        | 0_     | 1             | 1.7                                     | Knock   | Back  |



REQUIREMENTS LEVEL TIMING

DIRECTIONS

Magic Institute's Star Tower, and rescue Marietta from under the

|      | DOGATION   | 50003 | ROGATION                         | 5003    | DOGATION                          | CARME  | DOGATION                      |
|------|--|-------|----------------------------------|---------|-----------------------------------|--------|-------------------------------|
| 0:00 | Marietta's Residence   | 9:50  | Library                          | 18:10   | Star Tower Interior               | 20:25  | Marietta's Residence          |
| 1:00 | ]Marietta's Residence  | 12:55 | Vareth Magic Institute 2nd Floor |         | Star Tower                        | 20:35  | Leopearl Apartments 2nd Floor |
| 8:45 | Leopearl Apartments 2nd Floor  |       | Vareth Magic Institute           | 19:00   | Cafeteria                         | 20:40  | Leopearl Apartments 1st Floor |
| 8:50 | Leopearl Apartments 1st Floor  | 13:25 | Cafeteria                        |         | Vareth Magic Institute            | 23:40  | Leopearl Apartments 2nd Floor |
|      | Blue Town of Water and Wisdom (2)  | 13:40 | Star Tower                       |         | Blue Town of Water and Wisdom (2) |        | Marietta's Residence          |
|      | Vareth Magic Institute   | 13:50 | Star Tower Interior              |         | Leopearl Apartments 1st Floor     | [23.30 | ivianella's nesidence         |
| 9:40 | Vareth Magic Institute 2nd Floor   |       | Star Tower Research Lab (3)      |         | Leopearl Apartments 2nd Floor     |        |                               |
|      | The state of the s | 1.00  | Torus 101101 Hosedich Fan (3)    | JE20.10 | reopean Apartments 2nd Floor      |        |                               |

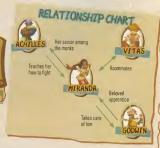
Marietta's Schedule will not come into effect until after she has joined.





Miranda is a priestess of the Olacion Order. A student of Godwin, she is skilled as both monk and priest. A good girl who cares about others and who believes she has the power to heal everyone. However, her thoughtfulness is sometimes a burden to others.

EXP DAGOL DROP ENCOUNTER MOON STONE CHIE



Monk Rangle Reference [pg287]

THOUGHT PROCESS

PASSIVE > PASSIVE > BRAVE

RESISTANCES POT PAR BLD BND FRZ CON CUR PET DTH A X X × ×

LV AP ATK DEF EVA LCK 125 97 118 1233 | 209 | 172 50 160 179 1960 293 248 203 MAX 2658 373 321 245 288

ABB

SKTOO DEFENSE PLUS | \* | \*

GRADE D

WILLINGNESS TO ACCEPT ORDERS

ATTACKENEMY CURE FRIEND BACKUP BE BATT BACK AWAY PLAY DEAD CONVIS USEVOLTY POSSIBLE

ATTACKS TYPE NAME Attack 1 Jab RANGE ELEMENT None Attack Right High Kick None Short Attack | 3 Palm of Power None Short Cure Purified Tears SE Restore Moonlit Heal St KNOCK BACK POWER EFFECT ARC

40 Cures All of Target's Afflictions Restores 20% of Party's Maximum HF REQUIREMENTS

NEVEL TURING PEOPLE BEGIN TO CHANGE

### DIRECTIONS

Talk to Miranda when you are injured or suffering from a status ailment and have her heal you.

Miranda joins after she has healed you three times, each on a different

Dueling someone nearby is a great way to drop your HP.

| THE  | DOGATITON                     | THE   | DOGATION                          | THE STATE OF | DOGATION.                     | TOTAL | DOGATION                      |
|------|-------------------------------|-------|-----------------------------------|--------------|-------------------------------|-------|-------------------------------|
| 0:00 | Miranda's Residence           | 9:15  | Universal Tree Hallway            | 14:40        | White Town of Stars and Faith | 20:15 | Olacion Order Shrine (2)      |
|      | Miranda's Residence           |       | Olacion Order Shrine (1)          |              | Olacion Order Shrine (1)      |       | Olacion Order Shrine (1)      |
|      | Path of Swords and Wisdom     | 9:30  | Castle Gate                       | 15:05        | Olacion Order Shrine (2)      |       | White Town of Stars and Faith |
| 5:10 | White Town of Stars and Faith |       | Blue Town of Water and Wisdom (1) | 16:20        | Olacion Order Shrine (1)      | 22:25 | Path of Swords and Wisdom     |
| 5:30 | Olacion Order Shrine (1)      | 11:25 | Blue Town of Water and Wisdom (2) | 17:25        | Universal Tree Hallway        | 22:35 | Miranda's Residence           |
| 5:40 | Olacion Order Chapel          | 12:35 | Path of Insanity and Fanaticism   | 17:45        | Godwin's Room                 | 22:50 | [NA]Miranda's Residence       |
| 7:50 | Universal Tree Hallway        | 12:50 | White Town of Stars and Faith     | 19:05        | Universal Tree Hallway        | 22:55 | Path of Swords and Wisdom     |
| 8:05 | Godwin's Room                 | 13:05 | Morfinn's Clinic                  | 19:25        | Olacion Order Shrine (1)      | 23:50 | Miranda's Residence           |
|      |                               | -     |                                   |              |                               |       |                               |

Miranda does not follow her Schedule during the mission Build that Body!



×



THOUGHT PROCESS

BRAVE > TIMID > TIMID

| LV    | HP_  | AIA. | DEL | EVA | TCK. |
|-------|------|------|-----|-----|------|
| 12    | 195  | 65   | 72  | 29  | 36   |
| 25    | 447  | 95   | 94  | 44  | 61   |
| 50    | 933  | 152  | 138 | 75  | 110  |
| 75    | 1418 | 210  | 182 | 106 | 159  |
| MAX   | 1884 | 266  | 224 | 136 | 207  |
| GRADE | E    | D    | E   | E   | 0    |

WILLINGNESS TO ACCEPT ORDERS

| POSSIBLE              | POSSIBLE              | POSSIBLE           | POSSIBLE    |
|-----------------------|-----------------------|--------------------|-------------|
| BACK AWAY<br>POSSIBLE | PLAY DEAD<br>POSSIBLE | CONUTS<br>POSSIBLE | CAN'T ENACT |
| ATTACKS               |                       |                    |             |

|        | ATTACI  |     |                   |                   |         |        |
|--------|---------|-----|-------------------|-------------------|---------|--------|
|        | TYPE    | N   | ME                |                   | ELEMENT | RANGE  |
|        | Attack  | TI  | rust              |                   | None    | Medium |
|        | Attack  | C   | ross Bash         |                   | None    | Medium |
|        | Restore | Ri  | ce Ball           | DOM:              |         |        |
| ı      | ARC     | _   | KNOCK BACK        | POWER             | EFFECT  |        |
| 40 0.5 |         | 0.5 | 1.2               | -                 | _       |        |
| 90 1   |         | 1   |                   |                   |         |        |
|        |         | -   | Restores 30% of N | fook's Maximum HP |         |        |

| <br>POSSIBLE | POSSIBLE | CAN'T ENACT | REQUIREMENTS  |
|--------------|----------|-------------|---------------|
|              |          |             | DEVEL STIMING |

World Friends of

Agriculture Society

FRIEND TUTORIAL

GATHERING FRIENDS

RELATIONSHIP CHART

Husband and Wife

Ruins his fields

Member and friend

### DIRECTIONS

- Talk to Mook and listen to his complaint about the monster on the hillside
- Defeat the Twin Horn at the top of the hill in the Dova Region (1).
- Talk to Mook again

The Twin Horn appears only after talking

| TIME  | LOCATION                | TIME  | LOCATION                |
|-------|-------------------------|-------|-------------------------|
| 0:00  | Mook's Residence        | 15:45 | Tills the fields        |
| 7:15  | Dova Region (2)         | 18:30 | Returns from the fields |
| 7:40  | Tills the fields        | 19:10 | Mook's Residence        |
| 12:00 | Returns from the fields |       |                         |



# MORFINN NO AFFILIATION

A doctor with a clinic in the White Town of Stars and Faith He talks and acts as if he has a few screws missing, which frightens his patients. However, he's the most knowledgeable medical practitioner in Radiata and can fix a simple illness in a jiffy. Because of his busy schedule, he has Godwin take care of his daughter, Rabi.

EXP DAGOL DROP ENCOUNTER

### CHARACTER DATA

# 



Reference [pg288]

| KEDI | DIAL | OLU |     |      |
|------|------|-----|-----|------|
| POI  | PAR  | BLD | BND | FRZ- |
| 0    | ×    | ×   | ×   | ×    |
| BLZ  | CON  | CUR | PET | DTH  |
| ×    | ×    | 0   | ×   | ×    |

| 002   | AP-  | ATK | DEF | EVA | LCK. |
|-------|------|-----|-----|-----|------|
| 6     | 143  | 22  | 35  | 35  | 81   |
| 25    | 491  | 44  | 56  | 53  | 131  |
| 50    | 949  | 73  | 85  | 77  | 198  |
| 75    | 1408 | 102 | 114 | 101 | 265  |
| MAX   | 1848 | 129 | 141 | 125 | 330  |
| GRADE | E    | E   | E   | E   | A    |

| THOÙGH    | IT PROCESS        |
|-----------|-------------------|
| PASSIVE : | PASSIVE > PASSIVE |
| -         |                   |

|   | ×    | ×   |    |
|---|------|-----|----|
| 7 | EVA) | DC3 |    |
| 5 | 35   | 81  |    |
| 6 | 53   | 131 | 14 |
| 5 | 77   | 198 |    |
| 4 | 101  | 265 |    |

|             | - | - | <br>- | Menor | а |
|-------------|---|---|-------|-------|---|
| G7570       |   |   |       |       |   |
| SKTLL       |   | - |       |       | a |
| STATUS CURE | * |   | 17    | 4     | a |

# WILLINGNESS TO ACCEPT ORDERS

|              |             |          | 1           |
|--------------|-------------|----------|-------------|
| ATTACK ENEMY | CURE FRIEND | BACKUP   | BE BATT     |
| POSSIBLE     | CAN'T ENACT | POSSIBLE | POSSIBLE    |
| BACK AWAY    | PLAY DEAD   | GONUTS   | USEVOLTY    |
|              |             |          | CAN'T ENACT |
|              |             |          |             |

| ATTAC  | KS-                     |       |                  |                  |
|--------|-------------------------|-------|------------------|------------------|
| Cure   | NAME<br>Cure All Effect | ts    | ELEMENT          | RANGE            |
| Attack | Poison Gas              |       | None             | Long             |
| ARC —  | KNOCK BACK              | POWER | Cures All of Tar | get's Affliction |
| 0      | 0.5                     | 0.5   | Poiso            | on 3.0           |

# RELATIONSHIP CHART Doesn't trust him Evil courtesy Entrusting hir Teacher with Rabi GODWIN

# REQUIREMENTS

LEVEL TUMING FRIEND TUTORIAL

### DIRECTIONS

- Talk to Morfinn between 0:00 and 5:50 or 10:00 and 11:30. Select "Okay" when he offers you his
- Talk to Morfinn between 0:00 and 5:50 or 10:00 and 11:30 again on a different day. Answer "Okay" once more.

# 

| Morfinn's Clinic Examination Room   9.15   Morfinn's Clinic Morfinn's Cl | CANAL STREET | 0000547000                                | CARMA  | 0000-4000                         | CARMA | 0000000                        | CARMS. | 0000-33000                        |
|--|--------------|---|--------|-----------------------------------|-------|--------------------------------|--------|-----------------------------------|
| 615 Morfinn's Clinic 9.45 Morfinn's Clinic Examination Room 16.10 Morfinn's Clinic Examination Room 19.45 Morfinn's Clinic Examination Room  | III III      | N. C. | Maria_ | LUCATION                          | JUME  | LUCATION                       | 1443   | LUCATION                          |
|  | 0:00         |   | [9:15  | Mortinn's Clinic                  | 12:15 | Morfinn's Clinic Med Storeroom | 119:15 | Morfinn's Clinic                  |
| 645 Morfinn's Clinic 2nd Floor 12:00 Morfinn's Clinic 16:40 Morfinn's Clinic 2nd Floor   | 6:15         | Morfinn's Clinic                          | 9:45   | Morfinn's Clinic Examination Room | 16:10 | Morfinn's Clinic               | 19:45  | Morfinn's Clinic Examination Room |
|  | 6:45         | Morfinn's Clinic 2nd Floor                | 12:00  | Morfinn's Clinic                  | 16:40 | Morfinn's Clinic 2nd Floor     | -      |                                   |



# VARETH MAGIC INSTITUTE

Morgan is a professor at the Vareth Magic Institute. Her major interest is black magic, which includes the study of spirits and curses. She is one of the few people researching beneficial applications of the magic, which most consider to be cruel and wicked Despite her appearance, she has something of a meek and accommodating personality.

| EXP  | DAGG   | DROD memorina | CALCONANTED     | SUBORDINATE MAGRIALY? HEAVY CHARDSHAMIAL  |
|------|--------|---------------|-----------------|---|
| 1000 | CANADA | DICO          | ENCOUNTER       |   |
| 1090 | 1771   | IMOON STONE   | AANDCARI ADOODU | CUDODONATE MANOELLUIS CONTRACTOR |
|      |        |               |                 |   |

# CHARACTER DATA

# 



Witch Cloak Element None



THOUGHT PROCESS STANDARO > BRAVE > BRAVE

740 170 127 135 43 1105 206 159 160 50 48 75 1807 276 223 210 59 MAX 2480 342 283 258 69 GRADE 0 BD

POY PAR BLD BND FRZ

x x x

DV HP ATK DEF EVA LCK

RESISTANCES

× × CON CUR PET DTH

SKIL FIGHTING SPIRIT

# WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY CURE FRIEND BACKUP BE BATT DEEVOLTY. BACK AWAY PLAY DEAD CONVIS

ATTACKS

TYPE NAME ELEMENT RANGE EFFECT Ignores Guard, Drains HP

# RELATIONSHIP CHART Respects him

Opesn't understand

her expression

REQUIREMENTS LEVEL TUMING

### DIRECTIONS

- Talk to Morgan between 11:15 and 17:45 in the Vareth Magic Institute's Star Tower Research Lab (3) Donate 1,000 Dagols.
- Talk to Morgan on a different day at the same time and place. Donate
- 3,000 Dagols. Talk to Morgan on a different day at the same time and place. Donate
- 9,000 Dagols. Talk to Morgan on a different day at the same time and place. Donate 30,000 Dagols.

At the end of the fourth day, Morgan will have cost you 43,000 Dagols.



# Morgan (cont.)

### SCHEDULE STEVENSON TO STEVENSON 10:00 Morgan's Residence 4:10 Orso Apartments 1st Floor 6:10 Moon Tower Research Lab (1) 8:40 Moon Tower Interior 11:15 Star Tower Research Lab (1) Blue Town of Water and Wisdom (2) Path to the Beast Pit Orso Apartments 1st Floor Vareth Magic Institute 18:40 President's Office President's Office—Moon Tower Moon Tower 5:10 5:20 Cafeteria Star Tower Moon Tower 10:30 10:40 Star Tower Interior



# NATALIE RADIATA CASTLE Q

A female tright and member of the Violet Chevre, one of the elite units of the Radiata Knights. She is as competitive as any man, and is skilled in command and strategy. Her chairsam acides her a strong leader. Despite all this military success, she has nor lost rouch with her femiline side.

XP DAGOL DROP ENCOUNTER
848 785 MOON STONE, GLORY EDGE, STRENGTH BERRY NATALIE

CHARACTER DATA

Element

# 



| -        |  |     |              |                         |  |  |  |
|----------|--|-----|--------------|-------------------------|--|--|--|
| P07      | PAR  | BLD | BND          | FRZ                     |  |  |  |
| A        | A  | A   | A            | •                       |  |  |  |
| BLZ      | CON  | CUR | PET          | DTH                     |  |  |  |
| A        | A  | A   | A            | 0                       |  |  |  |
| Bernoone | and the same of th | -   | Occumentocan | The same of the same of |  |  |  |

PESISTANCES

|   |          |      |     |     |                | 0       |  |
|---|----------|------|-----|-----|----------------|---------|--|
| 0 | <b>V</b> | MP-  | AU3 | DEF | ( <b>3</b> 22) | OC3     |  |
| L | -        |      |     | -   | -              | 1-      |  |
| L | 27       | 777  | 153 | 143 | 105            | 103     |  |
| L | 50       | 1743 | 223 | 211 | 159            | 143     |  |
|   | 75       | 2793 | 300 | 286 | 219            | 187     |  |
| 1 | MARK     | 2000 | 074 | 000 | 070            | 1 000 5 |  |

GRADE A A B B B

| THOUGHT PROCESS            | SKTO   |            |           |         |          |   |
|----------------------------|--|------------|-----------|---------|----------|---|
| STANDARO > BRAVE > PASSIVE | IRON LINK  | *          | *         | 交       | 垃        | × |
|                            | Decree of the last | - Contract | Čiano II. | lensons | Etropend | - |

# WILLINGNESS TO ACCEPT ORDERS

| ATTACK ENEMY          | CURE FRIEND           | BACKUP   | BE BATT              |
|-----------------------|-----------------------|----------|----------------------|
| POSSIBLE              | CAN'T ENACT           | POSSIBLE | POSSIBLE             |
| BACK AWAY<br>POSSIBLE | PLAY DEAD<br>POSSIBLE |          | USEVO TY<br>POSSIBLE |

| TTAC   | KS           |         | 1    |
|--------|--------------|---------|------|
| YPE    | NAME         | ELEMENT | RANG |
| Attack |              | Wind    | Me   |
| Attack |              | Wind    | Me   |
| Attack | 3 Jump Slash | Wind    | Me   |
| Attack | 4 Force Blow | Wind    | Me   |

| VUILY IFII | St Class Flui |       | None -       |
|------------|---------------|-------|--------------|
| ARC        | KNOCK BACK    | POWER | EFFECT       |
| 200        | 0.5           | 1.2   | Paralyze 1.0 |
| 90         | 0.5           | 0.8   | Paralyze 1.0 |
| 40         | 0.5           | 1.4   | Paralyze 1.0 |
| 200        | 0.5           | 1.2   | Paralyze 1.0 |
|            |               |       |              |

RELATIONSHIP CHART
Maser Jame's beloved doughter
Secretly loves her
Waltes she
Waltes she
Walter she
Manual Structure
Walter she
Manual Structure
Manual Struct

about her

dium

dium

dium

NATALIE A useful subordinate

omeone ne admires

# GATHERING FRIENDS

REQUIREMENTS

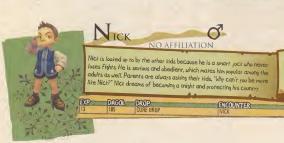
VEYEL TIMING

11 BATTLE AT LUPUS GATE

DIRECTIONS

Talk to Natalie.

| THORS | DOGATION                          | 1500013 | DOGATION                          | 50003 | 1000 TON                           | 150003 | DOGATO CON     |
|-------|-----------------------------------|---------|-----------------------------------|-------|------------------------------------|--------|----------------|
| 0:00  | Natalie's Room                    | 5:05    | Radiata Castle 3rd Floor Hall (5) |       | Radiata Castle 3rd Floor Hall (3)  | 19.25  | Natalie's Room |
| 4:30  | Radiata Castle 3rd Floor Hall (2) | 5:35    | Radiata Castle 4th Floor Hall (1) | 13:10 | Knight Meeting Room                |        |                |
| 4:45  | Radiata Castle 3rd Floor Hall (3) | 12:20   | Radiata Castle 3rd Floor Hall (5) | 19:05 | Radiata Castle 3rd Roor Hall (3)   | 1      |                |
| 5:00  | Radiata Castle 3rd Floor Hall (4) | 12:50   | Radiata Castle 3rd Floor Hall (4) | 19:10 | Radiata Castle 3rd Floor Hall (2)) | 1      |                |





MANS

# NICK (CONT.)

# CHARACTER DATA

# 

ELEMENT RANGE

EFFECT

Long



Element

| RES  | ISTA | NCES   |      |     |
|------|------|--------|------|-----|
| P07  | PAR  | BLD    | BND  | FRZ |
| 2027 | *    | X X    | PET  | *   |
| X    | ×    | ×      | X    | DTH |
| 002  | AP-  | ATK DE | F EV | nax |

| 1    | WILLINGNE                | ESS TO ACCI                | PT ORDERS          | 3         |
|------|--------------------------|----------------------------|--------------------|-----------|
| 2000 | ATTACK ENEMY<br>POSSIBLE | CURE FRIEND<br>CAN'T ENACT | POSSIBLE           | BE BATT   |
|      |                          | PLAY DEAD<br>POSSIBLE      | CONUTS<br>POSSIBLE | CAN'T ENA |

KNOCK BACK POWER

|      | UIREMENTS  TIMING  FRIEND TUTORIAL |
|------|------------------------------------|
| DIRE | CTIONS                             |

519 92 83 25 76 50 150 132 166 966 1413 208 181 134

TYPE NAME Attack Slingshot Other Antagonize Ene 195 ARC 300 В

ACT ATTACKS

Talk to Nick with Bruce in your Nick will join you only if his father, Bruce, is in your party

THOUGHT PROCESS 8RAVE > BRAVE > TIMIO

SMA EVASION PLUS | \*

MAX 1843 264 229

THE TOTAL DESCRIPTION OF THE PROPERTY OF THE P

| THE | LUCATION                         | TILME | =LOCATION=                       | 1800013 | DOGATOON                         |
|-----|----------------------------------|-------|----------------------------------|---------|----------------------------------|
| .00 | Nick's Residence                 | 12:30 | Yellow Town of Sun and Glory (2) | 17:20   | Vancoor Square                   |
| 10  | Path of Swords and Wisdom        | 13:00 | Olacion Order Shrine (1)         | 17:30   | Yellow Town of Sun and Glory (2) |
| 20  | Yellow Town of Sun and Glory (1) | 13:20 | Olacion Order Shrine (2)         | 17:35   | Yellow Town of Sun and Glory (1) |
| 25  | Yellow Town of Sun and Glory (2) | 16:30 | Olacion Order Shrine (1)         |         | Path of Swords and Wisdom        |
| 30  | Vancoor Square                   | 16:50 | Path to the Sun                  | 18-00   | Nick's Residence                 |

# A Royal Radiata Knight. She looks up to Natalie and hopes to take her place someday. She is indifferent and businesslike toward everyone else. She has few Close friends and likes to spend time studying rather that socializing. ENCOUNTER

RESISTANCES

RELATIONSHIP CHART

Recruits



CHARACTER DATA Knight Saber Element

Knight Armor

THOUGHT PROCESS

8RAVE > BRAVE > BRAVE

Element

POT PAR BLD BND FRZ x x x x CON CUR PET DTH × X X × × LV HP ATK DEF EVA LCK 182 68 75 46 42 631 109 1435 183 178 124 50 102 2238 257 244 175 141

MAX 3010 328 307 223 178

EVASION PLUS ★ ☆ ☆ ☆

SKTAL

o de la compansión de l WILLINGNESS TO ACCEPT ORDERS

ATTACKENEMY CURE FRIEND BACKUP BEBATT BACK AWAY USEVOLTY PLAY DEAD GONUTS POSSIBLE POSSIBLE

ATTACKS TYPE NAME Attack 1 Slice

ELEMENT RANGE None Medium Attack 2 Thrust Medium Attack 3 Low Strike Medium POWER 90 40 200 Knock Down

REQUIREMENTS LEVEL STUMING 6 THE GUARDIANS

DIRECTIONS

Talk to Nina between 14:20 and 19:00 in Radiata Castle's Training Facility, and accept her challenge. Repeat step one on a different day.

When recruiting Nina, it doesn't matter if you win or lose her duels.

| STATE |                                   |       | 1000ATON                          |       | 100001100N                 |        | DIO DIO DIO DIO             |
|-------|-----------------------------------|-------|-----------------------------------|-------|----------------------------|--------|-----------------------------|
|       | Trainee's Room (2)                |       | Radiata Castle 3rd Floor Hall (5) |       | Radiata Castle Small Tower |        | Radiata Castle B1 Hall (4)  |
|       |                                   |       | Radiata Castle 4th Floor Hall (1) |       | Radiata Castle B1 Hall (4) |        | Radiata Castle Small Tower  |
|       |                                   | 12:05 | Radiata Castle 3rd Floor Hall (5) |       | Radiata Castle B1 Hall (5) |        | Radiata Castle 311all 10Wel |
|       | Radiata Castle 1st Floor Hall (2) | 12:20 | Radiata Castle 2nd Floor Hall (4) |       | Radiata Castle B1 Hall (6) |        | Trainee's Room (2)          |
|       | Radiata Castle 1st Floor Hall (3) |       | Radiata Castle 1st Floor Hall (4) |       | Training Facility          | 120.10 | Transco ridoni (2)          |
|       | Radiata Castle 1st Floor Hall (4) |       |                                   | 19:15 | Radiata Castle B1 Hall (6) |        |                             |
| 5:25  | Radiata Castle 2nd Floor Hall (4) | 13:15 | Radiata Castle 1st Floor Hall (2) | 19:25 | Radiata Castle R1 Hall (5) |        |                             |

Warrior Bangle Reference [pg2

THOUGHT PROCESS

STANDARD > STANDARD > STANDA

| - | it to the bitter       | 2102                    | - |
|---|------------------------|-------------------------|---|
| 2 | Zengen<br>Element None | RESISTANCES POT PAR BLD | B |
| 6 | Leather Clothes        | BLZ CON CUR             | C |

|                 | POT  | PAR  | BLD | BA  | D   | RZ  |
|-----------------|------|------|-----|-----|-----|-----|
|                 | BL Z | CON  | CUF | PE  |     | TH  |
| e               |      | •    |     |     | •   | 0   |
|                 | 007  | AP-  | ATR | DEF | EVA | LC3 |
|                 |      |      |     |     |     |     |
| 871             | 44   | 1983 | 196 | 151 | 216 | 138 |
| and the same of | 50   | 2160 | 215 | 170 | 231 | 149 |
|                 | 75   | 2897 | 295 | 251 | 296 | 195 |
|                 |      |      |     |     |     |     |

| LV    | HP_  | AUK | DEF | EVA: | LCK. |
|-------|------|-----|-----|------|------|
| -     |      |     |     |      |      |
| 44    | 1983 | 196 | 151 | 216  | 138  |
| 50    | 2160 | 215 | 170 | 231  | 149  |
| 75    | 2897 | 295 | 251 | 296  | 195  |
| MAX   | 3605 | 372 | 329 | 357  | 240  |
| GRAOE | A    | A   | В   | A    | В    |

|       | E           | - |   |   |    |   |
|-------|-------------|---|---|---|----|---|
| D     | IRON LINK   | * | * |   | 台  | M |
| · Ben | THO TO CANA | 1 | - | - | 12 | - |

# WILLINGNESS TO ACCEPT ORDERS

| CURE FRIEND<br>CAN'T ENACT | POSSIBLE | BE BALT<br>POSSIBLE |
|----------------------------|----------|---------------------|
| PLAY DEAD<br>POSSIBLE      |          | CAN'T ENACT         |

| 1 |                      |            |       |             |              |       |  |  |
|---|----------------------|------------|-------|-------------|--------------|-------|--|--|
| ATTAC                                   |                      |            |       |             |              |       |  |  |
| TYPE                                    | N                    | ME         |       |             | ELEMENTR     | ANGE  |  |  |
| Attack                                  |                      |            |       | None        | Long         |       |  |  |
| Attack                                  | E                    | Radial Sv  | veep  | None        | Long         |       |  |  |
| Attack                                  | k 3 Heaven and Earth |            |       | 0           | None         | Long  |  |  |
|   |                      |            |       | 0           | None         | Long  |  |  |
| Attack                                  | St                   |            |       |             | None         | Short |  |  |
| ARC                                     |                      | KNOCK BACK | POWER | EF          | FECT         |       |  |  |
| 40                                      |                      | 0.5        | 1     |             | Breaks Parry |       |  |  |
| 200                                     |                      | 1.3        | 0.9   |             |              |       |  |  |
|   | -                    | 0.0        | 0.0   | The same of | V ( )        |       |  |  |

Steal 3.0

| Atalkatiun      | SHIP CHART                      |
|-----------------|---------------------------------|
| Doesn't respect | Scouted ORTOROZ                 |
|                 | Old comrades  ated rival GERALD |
| V               |                                 |

REQUIREMENTS DEVEL TUNING AN ECCENTRIC VISITOR

# DIRECTIONS

Talk to Nocturne with Gerald in your party.

Defeat Nocturne in the subsequent

### CHEDULE CONTROL OF THE PROPERTIES OF THE PROPERT 17:10 Dead End Armory 0:00 Nocturne's THE COCATION Club Vampire 2nd Floor Club Vampire 15:00 16:05 | Beast Pit (3-4-1-2) 20:10 Nocturne's Residence

40 60



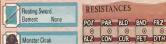


# VOID COMMUNITY

Founder of the Void Community. Of a race living in wild country far from Radiata. No one knows the reason why he created the Void Community. He has a mysterious way of thinking and appears indifferent to those who are not directly involved in his affairs. His sentences often trail off into

| S. | donnyic | in silences |                                |           |
|----|---------|-------------|--------------------------------|-----------|
| 7  | EXP     | DAGOL       | DROP                           | CHICANATA |
| 9  | 2994    | 1696        | HERB EXTRACT OX, MYSTERY BERRY | ENCOUNTER |
| 8: | -       | -           | The Billion of Million Delini  | INIA      |

e de la companie de l RESISTANCES



| Monster Cloak<br>Element None | B1.7 | CON  | CUI  |     | 0     | OTTI |
|-------------------------------|------|------|------|-----|-------|------|
| Divine Earring                | 002  | æ    | ATT3 | DEF | (EXX) | LCX  |
| Element [pg288]               | 50   | 4400 | 254  | 217 | 144   | 118  |

| i | THOUGHT PROCESS                  | 8 |
|---|----------------------------------|---|
|   | STANDARD > STANDARD > AGGRESSIVE | K |

| LV -  | HP=  | ATK' | DEF" | EVA" | LCK_ |
|-------|------|------|------|------|------|
|       | -    |      |      | -    |      |
|       |      |      |      | -    |      |
| 50    | 4400 | 254  | 217  | 144  | 118  |
| 75    | 5215 | 329  | 316  | 177  | 164  |
| MAX   | 5998 | 401  | 412  | 208  | 210  |
| GRADE | A    | Α    | Α    | C    | C    |

| KING OF NIGHT | * | * | * | * | ☆ |
|---------------|---|---|---|---|---|

| WILLINGNESS TO | ACCEPT | ORDERS |
|----------------|--------|--------|

| 1 | ATTACK ENEMY | CURE FRIEND | BACKUP | BE BATT    |
|---|--------------|-------------|--------|------------|
| 1 |              | IMPOSSIBLE  |        | IMPOSSIBLE |
| ı | BACK AWAY    | PLAY DEAD   | GONUTS | USEVOLTY   |
|   |              | IMPOSSIBLE  |        | POSSIBLE   |
|   | IIII OOOIDEE |             |        |            |

| ATTACKS |     |              |       |              |       |  |
|---------|-----|--------------|-------|--------------|-------|--|
| TYPE    | NA  | ME           |       | ELEMENT      | RANGE |  |
| Attack  | Sv  | vord Carniva | 0-0   | None         | Long  |  |
| Attack  | De  | adly Spin    | 0-0   | None         | Short |  |
| Attack  | Fre | eeze Breath  | 0-0   | Water        | Long  |  |
| Volty   |     | vord Tempes  |       | None         |       |  |
| ARC     |     | KNOCK BACK   | POWER | EFFECT       |       |  |
| 0       |     | 0.5          | 1     | Breaks Parry |       |  |
| 360     |     | 1.3          | 1.2   | -            |       |  |
| 90      |     | 0.5          | 0.8   | Freeze 2.0   |       |  |

Knock Down



REQUIREMENTS

DEVEL TIMING 45 THE PAINTINGS

# DIRECTIONS

Talk to him with Curtis, Elwen, and Kain in your party. Defeat him in the subsequent battle.

All Day Void Community The Abyss



Ottorax is the leader of the Vold Committy. He works under Nyx, although he is responsible for day-to-day operations. He lost his eye in the same battle that cost Nyx his lower body. He is a sophisticated gentleman with imprecable manners fie is very familiar with the "dark side" of Radiata. He has several adopted daughters.

DAGOL DROP ENCOUNTER
| 598 | CEMENT POWDER | ORTOROZ

### CHARACTER DATA

Toughness Bangle

THOUGHT PROCESS

STANDARD > STANDARD > STA

Reference [pg287]

# ලක්වෙන්වෙන්වෙන්වෙන්වෙන්වෙන්වෙන්වෙන්

ATTACKS

TYPE NAME



|   | CV    | AP-  | ATA | DEF | ava. | DCX. |
|---|-------|------|-----|-----|------|------|
|   |       |      |     |     |      |      |
|   | 35    | 955  | 178 | 142 | 134  | 117  |
| ٠ | 50    | 1434 | 221 | 183 | 166  | 144  |
| 1 | 75    | 2233 | 294 | 252 | 220  | 190  |
| 1 | MAX   | 3001 | 364 | 319 | 272  | 234  |
| 1 | GRADE | C    | 8   | C   | 8    | 8    |

|       | SKTOL        |   | - | - | - | - |
|-------|--------------|---|---|---|---|---|
| NDARD | DEFENSE PLUS | * | * | * | 公 |   |

# WILLINGNESS TO ACCEPT ORDERS

| ATTACK ENEMY | CURE FRIEND | BACKUP   | BE BATT     |
|--------------|-------------|----------|-------------|
| POSSIBLE     |             |          | POSSIBLE    |
| BACK AWAY    | PLAY DEAD   | GONUTS   | USE VOLTY   |
| POSSIBLE     | POSSIBLE    | POSSIBLE | CAN'T ENACT |

| 9 | Attack                |    | Cutting K   | nives |      |       | None         | Short     |
|---|-----------------------|----|-------------|-------|------|-------|--------------|-----------|
|   | Attack 2 Helmet Crush |    |             |       | None | Short |              |           |
|   | Attack                | E  | Fists of Fu | гу    | 0-   | 0     | None         | Short     |
| ı |                       | L  |             |       | 0    |       | None         | Short     |
| ı | Attack                | St | eal         |       |      |       | None         | Short     |
| ı | Other                 | Hi | gh Cackle   |       |      |       |              |           |
| ı | ARC                   |    | KNOCK BACK  | POWE  | R    | EFF   | (4)          |           |
| ı | 90                    |    | 0.5         |       | 1.8  |       | Confuse      | 1.0       |
| i | 40                    |    | 0.5         | 1     | .1   |       | Confuse      | 1.0       |
| ı | 40                    |    | 0           | (     | ).6  |       |              |           |
| ı | 40                    | -  | 0.5         | 0     | 1.6  | Con   | fuse 1.0, Kr | nock Oowr |
| ı | 60                    |    | 0           | 0     | .2   |       | Steal 3      | 3.0       |

### GATHERING FRIENDS

RELATIONSHIP CHART

Fighting friend

Scouted him

Stepfather

GARBELLA

Stepdaughter

Stepfather

# REQUIREMENTS PEVEL TUNING 30 PEOPLE BEGIN TO CHANGE

### DIRECTIONS

- Talk to Ortoroz. He asks you to retrieve four Meteor Fragments.

  Collect the four Meteor Fragment from the Dova Region (1), Adien

  Region (1), Tria Village (3), and
- Region (1), Tria Village (3), and Septem Region (3) between 0:00 and 6:00.
- Return to Ortoroz and give him the Meteor Fragments.

# Talk to Ortoroz again on a different day.

### DOVAREGIONO



At the top of the titll sales

# ADJENREGION (d)



At the end of the dead-end

### TRIAVINAGE

ELEMENT RANGE



Next to the warer's edge

### SEPTEM REGION (2)



(threa in among the rains.

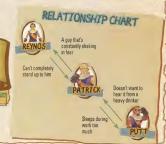
| TOTAL | DOGATION                 | THE  | DOGATION               | 50003 | DOGATION               | 19003 | ROGATIZON                         |
|-------|--------------------------|------|------------------------|-------|------------------------|-------|-----------------------------------|
| 0.00  | Void Community The Abyss | 5:00 | Ortoroz's Residence    | 15:00 | Void Community Hallway | 22:40 | Void Community Hallway            |
| 2:00  | Void Community Hallway   | 7:55 | Beast Pit (3)          | 15:10 | The Vampire Casino     | 22:55 | Entering Void Community The Abyss |
| 2:20  | The Vampire Casino       | 8:10 | Club Vampire           | 18:00 | Club Vampire           | 23:05 | Void Community The Abyss          |
| 2:40  | Club Vampire             | 8:20 | The Vampire Casino     | 19:40 | The Vampire Casino     | -     |                                   |
| 2:50  | Beast Pit (3)            | 8:40 | Void Community Hallway | 20:00 | Void Community Hallway | 1     |                                   |
| 3:10  | Ortoroz's Residence      | 8:50 | Void Community Office  | 20:10 | Void Community Office  | 7     |                                   |





Parrick is a watchman of the jail in Radiata Castle. He used to be a linight, but his laid-back artitude sof him demored to the basement. He is easy to talk to, despite his appearance, and is well liked by the newbie Inights.

| Ü | 2000   |                |                  | A         |
|---|--|----------------|------------------|-----------|
| 1 | EXP  | DAGOL          | DROP             | ENCOUNTER |
| ı | 124  | 233            | TOADSTOOL POWDER | PATRICK   |
|   | The same of the sa | and the second |                  |           |



# 

# Iron Edge Element

RESISTANCES POT PAR BLD BND FRZ

×

| WILLINGNE                | SS TO ACC   | EPT ORDE | RS |
|--------------------------|-------------|----------|----|
| ATTACK ENEMY<br>POSSIBLE | CURE FRIEND |          | PC |

BE BATT GONDITS USEVOLTY

ELEMENT RANGE

Breaks Parry

Knock Down

None

None

BACK AWAY PLAY DEAD ATTACKS

KNOCK BACK POWER

TYPE NAME

ARC

40

Attack Hard Thrust

Attack Throat Thrus

Medium

Medium

REQUIREMENTS

### LEVEL TIMING 4 THE GUARDIANS

# DIRECTIONS

Talk to Patrick when he is drinking between 20:30 and 21:30 in the

Watchman's Room. secret

# CHARACTER DATA

Guard's Uniform Element None

THOUGHT PROCESS

BRAVE > BRAVE > BRAVE

Toughnass Bangle Reference [pg287]

LV AP ATK DEF EVA LCK 9 207 68 72 21 32 664 105 103 47 1380 163 152 87 2096 221 201 128 116 MAX 2783 277 247 167 147

SKILL COMPLETE DEFENSE \* ☆ ☆ ☆ ☆

\* \* \* \* CON CUR PET DTH

X X X X

SCHEDULE (NORMAL) OGO OGO OGO OGO OGO OGO

| TIME         | LOCATION            | TIME  | NOGATI/ON           |
|--------------|---------------------|-------|---------------------|
| 0:00         | Watchman's Room     | 11:55 | Dungeon Passage (3) |
| 6:15         | Dungeon Stairs      | 13:40 | Dungeon Passage (2) |
| 6:25         | Dungeon Passage (2) | 16:30 | Dungeon Stairs      |
| 7:00<br>8:40 | Dungeon Passage (3) | 16:40 | Watchman's Room     |
| 8:40         | Dungeon Passage (2) |       |                     |

CHEDULE (RECOLUTMENT IS POSSIBLE) POPO POPO POPO POPO

| मार्गिक | Watchman's Room     | 50003 | LOCATION                   |
|---------|---------------------|-------|----------------------------|
| 0.00    | Watchman's Room     | 13:40 | Dungeon Passage (2)        |
| :15     | Dungeon Stairs      | 16:30 | Dungeon Stairs             |
| :25     | Dungeon Passage (2) | 16:40 | Watchman's Room            |
| :00     | Dungeon Passage (3) | 20:30 | Watchman's Room - Drinking |
| 1:55    | Dungeon Passage (2) | 21:30 | Watchman's Room            |
| 1:55    | Dungeon Passage (3) |       |                            |

eeping Promises

Patrici has a drihing problem, and Purt just sleeps too much Unifortunately, neither with the other ane to timus when they particle in these activities. Patrici's Schedule allows for you to recruit him between 2023 and 2330. Purt's Schedule allows for you to recruit him between 2023 and 2330. Once you have recruited one of the trus, both will said that the the Normal Schedule at the and of the day. For this reason, you have approximately one hour Radiatar Time to recruit both characters. Begin with Purt as he lies down. Answer yes, and relate to talk with Patrici.



NO AFFILIATION

One of the seven wonders of Radiata. No one knows much about his life. There is a rumor that he used to be an aristocrat, which is probably untrue. Each year he takes the knight test, but he's failed three times in a row. He thinks he's a lady's man-if only he could actually meet one.

EXP DAGOL DROP

ENCOUNTER

| CIT | MACIENDAIA                     |          |
|-----|--------------------------------|----------|
|     | Knight Saber<br>Element None   | RE POT   |
|     | Normal Clothes<br>Element None | BIZ<br>X |
|     |                                | 00       |

THOUGHT PROCESS

BRAVE > TIMID > TIMID

| RESISTANCES |     |      |     |  |  |  |  |  |
|-------------|-----|------|-----|--|--|--|--|--|
| POT PAR BL  | D B | ND F | RZ  |  |  |  |  |  |
|             | ×   | ×    |     |  |  |  |  |  |
| BLZ CON CL  | R P | 1/m  | OTH |  |  |  |  |  |
|             | -   | -    |     |  |  |  |  |  |
| 2 114 43    |     | EVA  | LCK |  |  |  |  |  |

| ~ ~  |                             |   | ^  | *  |  |
|------|-----------------------------|---|--|--|--|
| AP-  | ATK                         | DEF   | EVA  | LCK  |  |
| 114  | 43                          | 44  | 11   | 5  |  |
| 793  | 102                         | 110   | 39   | 39   |  |
| 1532 | 168                         | 183   | 70   | 76   |  |
| 2270 | 233                         | 256   | 101  | 114  |  |
| 2980 | 296                         | 326   | 130  | 150  |  |
| C    | D                           | В   | E  | E  |  |
|      | 793<br>1532<br>2270<br>2980 | 793 102<br>1532 168<br>2270 233<br>2980 296 | 114         43         44           793         102         110           1532         168         183           2270         233         256           2980         296         326 | 793         102         110         39           1532         168         183         70           2270         233         256         101           2980         296         326         130 |  |

EARTH DEFENSE ★ ☆ ☆ ☆ ☆

SKTLL

| WILLINGN | ESS TO ACC                 | EPT ORDE | RS RI               |
|----------|----------------------------|----------|---------------------|
| POSSIBLE | CURE FRIEND<br>CAN'T ENACT | POSSIBLE | BE BALT<br>POSSIBLE |
| POSSIBLE | PLAY DEAD<br>POSSIBLE      | POSSIBLE | CAN'T ENACT         |
| ATTA OVE |                            | -        |                     |

| ATTAC  | KS  | 57         |       |         |            |  |
|--------|-----|------------|-------|---------|------------|--|
| TYPE   |     | ME         |       | ELEMENT | RANGE      |  |
| Attack |     | Thrust     |       | None    | Medium     |  |
| Attack | 2   | Ground S   | weep  | None    | Medium     |  |
| Attack | Ble | ow a Kiss  | -     | None    | Long       |  |
| ARC 40 | -   | KNOCK BACK | POWER | 11119   |            |  |
| 200    |     | 0.5        | 0.9   | Knoc    | Knock Down |  |
| 0      |     | 0.5        | 0     | Con     | nfuse      |  |



Would like at the to date her Selection at least CHERI

REQUIREMENTS LEVEL TIMING FRIEND TUTORIAL

# DIRECTIONS

Talk to Paul with a female in your party.

| ME   | LOCATION                  | TIME | LOCATITON                     | 19903 | DOGATION                      | 150003 | DOGGTATON        |
|------|---------------------------|------|-------------------------------|-------|-------------------------------|--------|------------------|
| 0:00 | Paul's Residence          | 8:00 | Paul's Residence              | 12:00 | White Town of Stars and Faith | 18:40  | Paul's Residence |
| 1:00 | Paul's Residence          | 8:10 | Path of Swords and Wisdom     | 12:20 | Eisenhower Pharmacy           | -      |                  |
| :00  | Path of Swords and Wisdom | 8:20 | White Town of Stars and Faith | 17:00 | White Town of Stars and Faith | 1      |                  |
| 6:10 | Paul's Residence          | 8:45 | The Last Word Book Store      | 18:25 | Path of Swords and Wisdom     | 1      |                  |







# PINKY VOID COMMUNITY

He is the Void Community manager and a flamboyant knife-throwing expert. He works as a bouncer at the Void bar. He does his job without complaint, but he's quick to panic when something major goes down. When that happens, no one can tell what kind of crazy stunt he might pull.

EXP DAGOL DROP ENCOUNTER



Lazy people should

be punished

Is afraid of being kicked

Band's bassist

A strange guy

### CHARACTER DATA

| Butterfly Knife<br>Element | None      |
|----------------------------|-----------|
| Chrome Clothe<br>Element   | s<br>None |

Lucky Charm Reference [pg287]

| - KEO | 10111 |        |        | -     |
|-------|-------|--------|--------|-------|
| 1907  | PAR   | BLD    | BND    | FRZ   |
| ×     | ×     | ×      | ×      |       |
| BLZ   |       | CUR    | PET    | DTH   |
| ×     | ×     | ×      | ×      | ×     |
| 002   | m     | ATP IN | 43_GYZ | - Non |

| BLZ<br>* | CON × | W.  | P   | **  | DIA * |
|----------|-------|-----|-----|-----|-------|
| LV-      | AP.   | ATK | DEF | EVA | 1CK   |
| 9        | 221   | 50  | 74  | 51  | 44    |
| 25       | 595   | 83  | 122 | 93  | 64    |
| 50       | 1179  | 136 | 197 | 160 | 97    |
| 75       | 1763  | 199 | 272 | 227 | 120   |

| 9      | 221   | 50  | 74  | 51  | 44  |
|--------|-------|-----|-----|-----|-----|
| 25     | 595   | 83  | 122 | 93  | 64  |
| 50     | 1179  | 136 | 197 | 160 | 97  |
| 75     | 1763  | 189 | 272 | 227 | 130 |
| MAX    | 2324  | 240 | 344 | 291 | 162 |
| GRADE  | 0     | E   | В   | A   | D   |
| (3270) | G2770 |     |     |     |     |

| HOUGHT PROCESS   | i | SKTIL        |     | _ |        |
|--|---|--------------|-----|---|--------|
| TIMID > TIMIO > BRAVE  |   | FIRE OEFENSE | *   | ☆ | ☆      |
| The second secon |   |              | No. | - | MARKET |

# WILLINGNESS TO ACCEPT ORDERS

| ATTACK ENEMY | CURE FRIEND | BACKUP   | BE BATT     |
|--------------|-------------|----------|-------------|
| POSSIBLE     | CAN'T ENACT | POSSIBLE | POSSIBLE    |
| BACK AWAY    | PLAY DEAD   | GONUTS   | USEVOLTY    |
| POSSIBLE     | POSSIBLE    | POSSIBLE | CAN'T ENACT |
| ADDRESS OFFI |             |          |             |

| ATTAC          |                     |        |        |       |
|----------------|---------------------|--------|--------|-------|
| TYPE<br>Attack | NAME<br>Belt Thrust |        | None   | RANGE |
| Attack         | Steal               |        | None   | Short |
| Attack         | Throw Knives        | 5 hits | None   | Long  |
| Other          | Juggle Knives       |        |        |       |
| ARC            | KNOCK BACK P        | OWER   | EFFECT |       |
| 40             | 0.5                 | 1      | Brook  | Parne |

REQUIREMENTS LEVEL TIMING 4 FRIENO TUTORIAL

DIRECTIONS

Kick Pinky three times viii is sleeping in the Beast Pit (3) between 21:00 and 7:00.

# WHIDLIE CORPORATION OF THE PROPERTY OF THE PRO

| construction of the same | Laconomic                    | 100   | TO DIO DIO DIO L            | roun  | o Charles Charles Charles       | arre   |                     |
|--------------------------|------------------------------|-------|-----------------------------|-------|---------------------------------|--------|---------------------|
| Mu                       | LOCATION                     | TUME  | LOCATION                    | THORS | DOGATION                        | 50003  | DOGATI (ON          |
| 10:00                    | Beast Pit (3)—Takes a nap    | 11:50 | Gepald Apartments 2nd Floor | 13:30 | Black Town of Night and Lust    | 17:50  | Beast Pit (2-1-4-3) |
| 7:00                     | Wakes up                     | 12:00 | Pinky's Residence           | 13:50 | Red Lotus Metropolis            |        | Beast Pit (3)       |
| 10:10                    | Beast Pit (3-4-1-2)          | 13:10 | Pinky's Residence           |       | Red Lotus Metropolis Party Room |        | Takes a nap         |
| 11:05                    | Black Town of Night and Lust | 13:15 | Gepald Apartments 1st Floor |       | Red Lotus Metropolis            | 121.00 | Hakes a Hap         |
| 11:35                    | Gepald Apartments 1st Floor  |       | Gepald Apartments 2nd Floor |       | Black Town of Night and Lust    |        |                     |
|                          |                              |       |                             |       |                                 |        |                     |







Putt is a watchman of the jail in Radiata Castle and Patrick's assistant. Slow to learn and tactless, he ended up assigned to the job the knights hate the most. Though incompetent, cowardly, and far from the most hard-working employee of the castle, he's a nice guy.

DESIGNANCES

DAGOL DROP

ENCOUNTER

Steal 1.0

# RELATIONSHIP CHART

Watches to make sure he doesn't slack off

Searches for other's faults

### **CHARACTER DATA**

a de la compansión de l

Iron Hammer Flement

Guard's Uniform

Element

| POI  | PAR | BLD | BND | FRZ |
|------|-----|-----|-----|-----|
| ×    | ×   | ×   | ×   | ×   |
| BLZ  | CON | CUR | PET | DTH |
| - 10 | ×   | ×   | ×   | ×   |

| ш |       |      | -   |     | mount |      |
|---|-------|------|-----|-----|-------|------|
|   | W     | AP-  | ATK | DEF | EVA   | ncr- |
|   | 3     | 275  | 41  | 50  | 28    | 25   |
|   | 25    | 599  | 90  | 96  | 63    | 55   |
|   | 50    | 1610 | 145 | 149 | 103   | 90   |
|   | 75    | 2320 | 201 | 203 | 144   | 124  |
| 1 | MAX   | 3002 | 255 | 254 | 183   | 157  |
|   | COACC |      |     |     |       |      |

| THOUGH    | T PROCESS    | - |
|-----------|--------------|---|
| TIMID > T | IMID > TIMIO |   |

SKILL PREVENT BLINO ★ ☆ ☆ ☆

# WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY\_CURE FRIEND\_BACKUP\_ BE BATT CAN'T ENACT BACK AWAY PLAY DEAD CONUTS USEVOLTY CAN'T ENACT

ATTACKS TYPE NAME ELEMENT RANGE Attack Recoil Smash Medium Other Whist KNOCK BACK POWER EFFECT

40 Summons Helper Rat

REQUIREMENTS

LEVEL TUMING THE GUARDIANS

### DIRECTIONS

- Talk to Putt when he is Napping between 20:25 and 21:30 in Radiata
- Castle's Watchman's Room. secret.

| LUME | Dungeon Passage (3) | TOTAL DOGATION            | TIME LOGATION             |
|------|---------------------|---------------------------|---------------------------|
|      | Dungeon Passage (3) | 5:40 Watchman's Room      | 18:00 Dungeon Passage (3) |
| 40   | Dungeon Passage (2) | 17:15 Dungeon Stairs      | 19:40 Dungeon Passage (2) |
| 30   | Dungeon Stairs      | 17:25 Dungeon Passage (2) | 23:00 Dungeon Passage (3) |



# UTT (CONT.)

#### SCHERULE RECRUITMENT IS PROSPELLE OXIONALISM ON DEVINE PROSPER ON

| -1 | CARA | 0000-3700                      | CARMS   | DOGATION            | CAMP- | DOOR FROM                      | CARMA | 0000-33000          |
|----|------|--------------------------------|---------|---------------------|-------|--------------------------------|-------|---------------------|
| 3  | WW3  | OCATION<br>Dungeon Passage (3) | Maria - | Watchman's Room     | WW3   | OCATION<br>Dungeon Passage (3) | Muu3_ | Dungeon Passage (2) |
| 3  | 0:00 |                                |         |                     |       |                                |       | Dungeon Passage (2) |
| 1  |      |                                |         |                     |       | Dungeon Passage (2)            | 22:15 | Dungeon Passage (3) |
| 1  | 5:30 | Dungeon Stairs                 | 17:25   | Dungeon Passage (2) | 20:15 | Cell                           |       |                     |



**OLACION ORDER** 

Rocky is from an elite family of monks. His grandfather was the famous monkmaster, Andrew Mayvern. Rocky trains hard daily to become just like his grandfather. He is gullible, frank, hearty, and honest. He sticks to his beliefs. and would never go against them.

| EXP    | DACO | DROP                       | ENCOUNTER |
|--------|------|----------------------------|-----------|
| 1260   | 1    | HERB EXTRACT S, LIFE BERRY | ROCKY     |
| and M. |      |                            |           |



THOUGHT PROCESS

STANOARO > STANOARO >



| Bushin Armor<br>Element  | None    | - |
|--------------------------|---------|---|
| Monk Bangle<br>Reference | [pg287] |   |

| KL310 Int (CE) |     |     |     |     |     |   |  |  |
|----------------|-----|-----|-----|-----|-----|---|--|--|
| 07             | PAR | BLD | B   | ND- | FRZ |   |  |  |
| ×              | ×   | ×   |     | ×   | ×   |   |  |  |
| 17             | CON | CUR | P   | 17  | DTH |   |  |  |
| ×              | ×   | ×   |     | ×   | ×   |   |  |  |
| V              | (P) | ATK | DEF | GVA | NG3 | 9 |  |  |
| 20             |     | 172 |     |     | 107 |   |  |  |

| œ-   | ATTS                                 | DEF  | EVA  | LCK.   |
|------|--------------------------------------|--|--|--|
| 1052 | 172                                  | 159  | 142  | 137  |
| 1161 | 182                                  | 169  | 149  | 139  |
| 1562 | 221                                  | 207  | 177  | 147  |
| 2473 | 311                                  | 292  | 241  | 167  |
| 3347 | 396                                  | 375  | 303  | 186  |
| В    | Α                                    | A  | A  | 0  |
|      | 1052<br>1161<br>1562<br>2473<br>3347 | 1052 172<br>1161 182<br>1562 221<br>2473 311<br>3347 396 | 1052         172         159           1161         182         169           1562         221         207           2473         311         292           3347         396         375 | 1052         172         159         142           1161         182         169         149           1562         221         207         177           2473         311         292         241           3347         396         375         303 |

Rocky is le

PERIOTANCES

|         | Grade  | В        | Α | A      | A       | 0     | Marchael |
|---------|--------|----------|---|--------|---------|-------|----------|
| el 39 u | hen he | becon    |   | ailabl | e to re | cruit |          |
|         | SKIM   |          |   |        |         |       |          |
| DDAVE   | SEAV U | D DI 110 |   | 141    | 4       | 1.    |          |

## WILLINGNESS TO ACCEPT ORDERS

| END BACKUP | BE BAYT  |
|------------|----------|
| T POSSIBLE | POSSIBLE |
| D CONUTS   | USEVOLTY |
| POSSIBLE   | POSSIBLE |
|            | D CONUTS |

| ATTACKS |             |        |               |       |  |  |  |
|---------|-------------|--------|---------------|-------|--|--|--|
| TYPE    | NAME        |        | ELEMENT       | RANGE |  |  |  |
| Attack  | 1 Right Upp | percut | None          | Short |  |  |  |
| Attack  | 2 Left Hook |        | None          | Short |  |  |  |
| Attack  | 3 Right Cor | kscrew | None          | Short |  |  |  |
| Volty   | Dragon Bolt |        | None          | ****  |  |  |  |
| ARC     | KNOCK BACK  | POWER  | EFFECT        |       |  |  |  |
| 40      | 0.6         | 0.9    | Knocks Upward |       |  |  |  |
| 90      | 0.5         | 1      |               |       |  |  |  |

REQUIREMENTS LEVEL TUNING

SUB MISSION AND ROCKY'S

#### DIRECTIONS

Defeat Achilles in the mission Build

that Body! Accept and defeat Rocky in the mission Rocky's Challenge. Talk to Rocky in the Septem Region (3). Accept his challenge, and

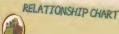
#### SCHEDULE Walescoperage and accompany accompany and accompany accompany and accompany accompany and accompany accompany and accompany accompany and accompany acc TIME LOCATION 10:00 Nowem Region (6)





A member of Theater Vancoor, although he has never been part of an operation. A very sensitive man who can't handle stress, he faints when someone offers to give him a task. He has no confidence in himself and is always nervous. No one knows how he managed to get himself admitted into the warrior guild

| P | DAGOL | DROP         | ENCOUNTER |
|---|-------|--------------|-----------|
|   | 100   | HERB EXTRACT | ROLEC     |



Wants to stay in



Knock Back

Knock Back



#### CHARACTER DATA

Q



THOUGHT PROCESS

TIMIO > TIMIO > TIMIO

| ICLO. |     |       |    |     |          |
|-------|-----|-------|----|-----|----------|
| POT   | PAR | BLD   | BN | D [ | RZ       |
| *     | ×   | ×     |    | ×   | ×        |
| BLZ   | CON | CUR × |    |     | VUI.     |
| CV.   |     | Anna  | -  | -   | KOCOOMIS |
| 3     |     | 44    |    |     |          |

DESISTANCES

| 002    | *     | ATK  | -    | *   | Nam<br>* |
|--------|-------|------|------|-----|----------|
| 3      | 144   | 44   | 38   | 25  | 29       |
| 25     | 667   | 92   | 87   | 68  | 57       |
| 50     | 1262  | 146  | 142  | 118 | 90       |
| 75     | 1857  | 201  | 198  | 168 | 123      |
| MAX    | 2429  | 254  | 252  | 216 | 155      |
| GRAOE  | D     | Ε    | Е    | C   | E        |
| SIMO   |       |      |      |     |          |
| PREVEN | CONCI | SE * | To I | 8 9 | 10       |

|       | WILLINGNESS TO ACCELL ORDERS |             |          |             |  |  |  |
|-------|------------------------------|-------------|----------|-------------|--|--|--|
| ANGE- | ATTACK ENEMY                 | CURE FRIEND | BACKUP   | BE BATT     |  |  |  |
|       | POSSIBLE                     | CAN'T ENACT | POSSIBLE | POSSIBLE    |  |  |  |
|       | BACK AWAY                    | PLAY DEAD   | GONUTS   | USE VOLTY   |  |  |  |
|       | POSSIBLE                     | POSSIBLE    | POSSIBLE | CAN'T ENACT |  |  |  |

|        | NAME                        |       | ELEMENT | RANGE         |
|--------|-----------------------------|-------|---------|---------------|
| Attack | Right Slas                  | sh    | None    | Medium        |
| Attack | Left Slash KNOCK BACK POWER |       | None    | Medium        |
| ARC    | KNOCK BACK                  | POWER | EFFECT  | Marie Control |
| 90     | 1                           | 0.9   |         | _             |
| 90     | 1                           | 1     |         | _             |

#### GATHERING FRIENDS

REQUIREMENTS LEVEL TUMING FRIENO TUTORIAL

#### DIRECTIONS

Kick Rolec when he is trembling in the Theater Vancoor Toilet between 8:30 and 11:00 or 17:10 and 19:00.





# ROLEC (CONT.)

| TO DESCRIPTION OF A PROPERTY DESCRIPTION OF |                 |   |  |  |  |  |  |
|---|-----------------|---|--|--|--|--|--|
| 10.00 Rolec's Residence   | THE LOCATION    | TUME DOGATION                                   | 19:25 Theater Vancoor 2nd Floor                            |  |  |  |  |
| 5:45 Path of Swords and Wisdom  |                 | 15:15 Theater Vancoor Basement 1st Floor        |  |  |  |  |  |
| 6:00 Yellow Town of Sun and Glory (1)   |                 | 15:30 Theater Vancoor 1st Floor<br>17:00 Toilet | 19:35 Path of Swords and Wisdom<br>20:05 Rolec's Residence |  |  |  |  |
| 6:10 Theater Vancoor 1st Floor  | 13:00 Infirmary | 19:10 Theater Vancoor 1st Floor                 | 23:00 Rolec's Residence                                    |  |  |  |  |





Ryan is a long-term member of foreman Elef's bridge-building gang. He, works hard for the sake of his adored wife. His gruff speech makes him seem rough, but he is actually a generous-hearted guy. He can be overly indifferent, and fail to react to even the most serious of situations.

DAGOL DROP 179 HEATING TABLET ENCOUNTER



#### CHARACTER DATA

## ඉවත්වෙන්වෙන්වෙන්වෙන්වෙන්වෙන්



THOUGHT PROCESS

TIMID > TIMID > TIMID



RESISTANCES

|       | PAR  | RLC |     | ND  | FRZ |
|-------|------|-----|-----|-----|-----|
| BLZ   | CON  | CUI |     | × E | OTH |
| *     | *    | 3   |     | ×   | *   |
| 007   | AP - | ATK | DEF | EVA | DCR |
| 10    | 308  | 51  | 40  | 52  | 18  |
| 25    | 619  | 89  | 70  | 83  | 46  |
| 50    | 1139 | 153 | 121 | 134 | 94  |
| 75    | 1659 | 218 | 172 | 186 | 142 |
| MAX   | 2158 | 280 | 221 | 235 | 188 |
| GRADE | Е    | D   | E   | В   | 0   |

| SKIII |      |     | Y Y |     | 1   |
|-------|------|-----|-----|-----|-----|
| GRADE | Е    | D   | E   | В   | 0   |
| MAX   | 2158 | 280 | 221 | 235 | 188 |
| 75    | 1659 | 218 | 172 | 186 | 142 |
| 50    | 1139 | 153 | 121 | 134 | 94  |
| 70    | 013  | 03  | /0  | 83  | 40  |



| ATTAC  | KS        |      |       | - 41    |       |  |
|--------|-----------|------|-------|---------|-------|--|
| TYPE   | NAME      |      |       | ELEMENT | RANGE |  |
| Attack | Tired Pu  | nch  |       | None    | Short |  |
| Attack | Tired Kie |      |       | None    | Short |  |
| ARC    | KNOCK     | BACK | POWER | EFFECT  |       |  |
| 40     | 0         | 1.5  | 1     | -       | _     |  |
| 40     | 0         | 16   | 1.2   |         |       |  |



#### REQUIREMENTS CEVEL TIMING

MISSION, BEFORE AN ECCENTRIC VISITOR

SUB MISSION BEASTS BY THE BRIDGE

#### DIRECTIONS

- Talk to Elef at the bridge in the Dorse Region - Adien Region about the Bridge's Blueprints.
- Pony Inn.
- Return to Elef with the Bridge's Blueprints.

Talk to Elef again when the bridge 0 is complete.

## 

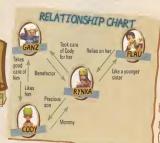
| LITE  | LOCATION                  | T// ME | LOGATION                  |
|-------|---------------------------|--------|---------------------------|
| 0.00  | In the shed               | 15:00  | Dorse Region-Adjen Region |
| 6:00  | Dorse Region—Adien Region | 15:20  | Works on construction     |
| 5:30  | Works on construction     | 21:15  | Dorse Region-Adien Region |
| 13:15 | Dorse Region—Adien Region | 21:35  | In the shed               |
| 13:35 | In the shed               |        |                           |

DUTE (AFTER MEETING PARSEC) POTONTONIO PARSECO PARS 1000 Peaceful Pony Inn Diner 2:35 Peaceful Pony Inn 2nd Floo 12:10 Peaceful Pony Inn 2nd Floor 12:15 Peaceful Pony Inn THE DOCATION



Rynka is a member of the Void Community, a lady thief working for the bandii guild A cool and collected woman, she has a kind heart, but can be roughspoken at times. Normally very Composed, she gets easily riled when it Comes to her son Cody.

DAGOL DROP ENCOUNTER



# KYNKA (CONT.)

## **CHARACTER DATA**

## 

Aron Element Water Esthia

RESISTANCES POT PAR BLD BND FRZ x x x x CON CUR PET DITH x x x

MY HP ATK DEF EVA LCK 22 329 117 108 75 41 433 127 118 81 44 50 1302 213 208 134 77 75 2170 298 298 187 MAX 3004 381 384 237 141 GRADE C A A B

Steel Guard Element None

[pg287]

Thief Bangle

Reference

Element

WILLINGNESS TO ACCEPT ORDERS ATTACK ENEMY CURE FRIEND BACKUP

BE BATT BACKAWAY PLAY DEAD CONUTS USEVOLTY POSSIBLE CAN'T ENACT

THOUGHT PROCESS BRAVE > BRAVE > BRAVE

SKTLL PREVENT PETRIFY \* \* ☆

eeze 1.2

eeze 1.2 eal 2.0

Effect does not if (2) is used.)

ATTACKS

| ** **** |                      |     |         |       |     |            |       |            |
|---------|----------------------|-----|---------|-------|-----|------------|-------|------------|
| YPE     | NAME                 |     | ELEMENT | RANGE | ARC | KNOCK BACK | POWER | EFFECT     |
|         | Elbow Strike         |     | Water   | Short | 40  | 0          | 0.7   | - Court    |
| Attack  | 2 Double Slash       | 0   | Water   | Short | 200 | 0.5        | 0.8   |            |
|         |                      | 0   | Water   | Short | 200 | 0.5        | 0.8   | Fre        |
| Attack  | 3 Hailstorm          | 0~0 | Water   | Short | 40  | 0          | 0.6   |            |
|         |                      | 0~0 | Water   | Short | 40  | 0          | 0.6   |            |
|         |                      | 0   | Water   | Short | 40  | 1          | 1     | Freeze 1.2 |
| Attack  | k 4 Twin Helm Cleave |     | Water   | Short | 40  | 1          | 1.3   | Fre        |
| Attack  | ick Theft            |     | None    | Short | 90  | 0          | 0.2   | St         |
|         |                      |     |         |       |     |            |       |            |

REQUIREMENTS LEVEL TIMING 17 GANZ'S LETTER

#### DIRECTIONS

- Talk to Cody to learn that he has lost Rynka's Pendant.
- Find the Pendant lying on the ground in the center of the Path to the Beast Pit.
- Give the Pendant to Cody
- Talk to Rynka and she will thank you
- day. She asks you to find out what Cody wants for his Birthday.
- Talk to Cody when he is looking at the practice swords in the Levante General Store between 7:15 and
- Talk to Rynka and tell her that Cody wants a sword.
- Talk to Cody again on a different day
- Talk to Rynka once more.

|   | 80 MS | LOCATION                         | 50003 | DOGATION                          | CARMA | DOGGTOON                     | CZZ     | 0000-3300                    |
|---|-------|----------------------------------|-------|-----------------------------------|-------|------------------------------|---------|------------------------------|
|   | 0:00  | Path to the Beast Pit            |       |                                   |       |                              | JULIU3. | LOCATION                     |
| 1 |       |                                  |       |                                   |       | Beast Pit (2)                | 21:25   | Beast Pit (7-6-8-4-1-2)      |
| Ĵ |       |                                  | 11:30 | White Town of Stars and Faith     | 14:35 | Levante General Store        | 22:35   | Black Town of Night and Lust |
| ( |       |                                  | 12:05 | Path of Insanity and Fanaticism   | 17:10 | Beast Pit (2)                | 23:25   | Path to the Beast Pit        |
|   |       |                                  | 12:35 | Blue Town of Water and Wisdom (2) | 17:25 | Black Town of Night and Lust |         |                              |
|   |       |                                  | 13:05 | Path to the Beast Pit             | 19:45 | Beast Pit (2-1-4-8-6-7)      |         |                              |
|   | 7:40  | Yellow Town of Sun and Glory (1) | 13:35 | Black Town of Night and Lust      | 21:05 | Runka's Residence            |         |                              |

CODY'S SCHEDULE AND EXPLAINATION OF A CONTROL OF A CONTRO

| TIME LOCATION                      |
|------------------------------------|
| 17:30 Black Town of Night and Lust |
| 19:40 Beast Pit (2-1-3-4-8-7)      |
| 21:00 Cody's Residence             |
| Zilos joday o riesidence           |
|                                    |



SARVAL NO AFFILIATION

Sarval is a pig farmer and father of Sunset and Sora. He is a strict man who is renowned for the high-grade pigs he raises. He is pleased that his son is trying to learn more about the family business. He is scrupulous in watching over his children.

DAGOL DROP ENCOUNTER



POT PAR BLD BND FRZ × XX CON CUR PET DTH R17 × × × ×

RESISTANCES

LV HP ATK DEF EVA LCK 195 53 57 23 35 96 91 49 68 156 139 86 75 1648 216 187 122 162 MAX 2161 274 233 157 207 E D

SKIL FIRE DEFENSE \* \* \* \* \* WILLINGNESS TO ACCEPT ORDERS

ATTACKENENY CURE FRIEND BACKUP BE BATT BACKAWAY PLAY DEAD GONUTS USE VOLTY

ATTACKS TYPE NAME ELEMENT RANGE ARC KNOCK BACK POWER EFFECT

MA DE LA COMPANION DE LA COMPA

TIME LOCATION TIME LOCATION



the house

Gossip comrades

ADELE AND POMMELIE

REQUIREMENTS DEVEL TIMING

FRIEND TUTORIAL

#### DIRECTIONS

- Talk to Sarval to find out that he is missing three piglets.
- Find the first Piglet inside Adele's
- Find the second Piglet along the path South of Solieu Village in the Tria Region (4). Find the third Piglet on the stone rampart North of Solieu Village.

THOUGHT PROCESS BRAVE > TIMID > TIMID





# SEBASTIAN

He is actually a Mark III autonomous golem, created by the third vice presider of the Vareth Magic Institute. He is polite and proper toward everyone. However, his whole life revolves around Star, and Star's priorities come first. His Volty Blast, the Seb Iris Cannon, can destroy a range of mountains.

DAGOL DROP ENCOUNTER MOON STONE CHIP, DEFENSE BERRY

## RELATIONSHIP CHART



#### CHARACTER DATA

## THE THE THE PROPERTY OF THE PR

| Wanchu<br>Element | None |
|-------------------|------|
| Metal Body        |      |

Element

Power Stone Reference

| RESISTANCES |     |     |      |     |  |  |  |  |
|-------------|-----|-----|------|-----|--|--|--|--|
| POT         | PAR | BLD | BND  | FRZ |  |  |  |  |
| 0           | 0   | 0   | 0    | 0   |  |  |  |  |
| BLZ=        | CON | CUR | PET- | DTH |  |  |  |  |
| 0           | 0   | 0   | 0    | 0   |  |  |  |  |

1562 194 232

2550 253 328 MAX 3499 310 420

50

GRADE В

SKILL

**FULL POWER** 

| ESISTANCES           |     |     |     |     |      |  |  |  |
|----------------------|-----|-----|-----|-----|------|--|--|--|
| 1                    | PAR | BLD | BND | FRZ | II G |  |  |  |
| 0                    | 0   | 0   | 0   | 0   | PI   |  |  |  |
|                      | CON | CUR | PEU | DTH | E    |  |  |  |
| 0                    | 0   | 0   | 0   | 0   | P(   |  |  |  |
| AD CERTIFIED CON DOT |     |     |     |     |      |  |  |  |

| 1   | 0            | 100001 |
|-----|--------------|--------|
| ì   | LCK.         | HATER  |
|     |              | All    |
|     | 140          | WE     |
|     | 156          | Atta   |
|     | 178          | Atta   |
|     | 200          | Vol    |
|     | C            | ARC    |
| ped | and the same | -      |
|     |              |        |

| VILLINGNESS TO ACCEPT ORDERS |                            |          |                    |  |  |  |
|------------------------------|----------------------------|----------|--------------------|--|--|--|
| OSSIBLE                      | CURE FRIEND<br>CAN'T ENACT | POSSIBLE | POSSIBLE           |  |  |  |
|                              | POSSIBLE                   |          | POSSIBLE           |  |  |  |
|                              |                            |          | THE REAL PROPERTY. |  |  |  |

|        |                    |              |         |         | MODEL TO A STATE OF THE PARTY O |
|--------|--------------------|--------------|---------|---------|--|
| ATTAC  | KS                 |              |         |         |  |
| TYPE   | NA                 | ME           |         | ELEMENT | RANGE  |
| Attack |                    | Downwar      | d Swing | None    | Medium   |
| Attack | Attack 2 Side Blow |              |         | None    | Medium   |
| Volty  | Se                 | b Iris Canno | n       | None    |  |
| ARC    |                    | KNOCK BACK   | POWER   | EFFECT  |  |
| 40     |                    | 0.5          | 1.2     |         |  |
| 200    |                    | 1 0.8        |         |         |  |
|        |                    | 1.3          | 4.5     | Knoc    | k Back   |

REQUIREMENTS DEVEL STATING LEAVING FOR WIND VALLEY

SUBMISSION PLEASE STOP LORD STAR

DIRECTIONS Talk to Sebastian with Star in your party.

#### THOUGHT PROCESS TIMIO > BRAVE > TIMIO

| SCHE | DULL SUBSIGNACE                    | MON   | <u>ଗଡାଗଡାଗଡାଗଡାଗଡା</u>    | (JO)( | ne de la compansión de | a por | <u>Mananamana</u>                  |
|------|------------------------------------|-------|---------------------------|-------|---|-------|------------------------------------|
| TOOR | LOCATION                           | TIME  | LOGATI ON                 | 17703 | DOGATION  | THE   | NOGATIZON                          |
|      |                                    |       | Theater Vancoor 3rd Floor |       | Yellow Town of Sun and Glory (1)  | 19:40 | Yellow Town of Sun and Glory (2)   |
|      |                                    |       | Theater Vancoor 4th Floor | 12:25 | Yellow Town of Sun and Glory (2)  | 20:35 | Yellow Town of Sun and Glory (1)   |
|      | Theater Vancoor Basement 1st Floor |       | Chief's Room              | 12:40 | Vancoor Square  | 20:45 | Theater Vancoor 1st Floor          |
|      | Theater Vancoor 1st Floor          | 11:45 | Theater Vancoor 4th Floor | 16:20 | Yellow Town of Sun and Glory (2)  | 21:00 | Theater Vancoor Basement 1st Floor |
|      | Toilet                             | 11:50 | Theater Vancoor 3rd Floor | 16:45 | Castle Gate   | 21:05 | Theater Vancoor Basement 2nd Floor |
|      | Theater Vancoor 1st Floor          |       | Theater Vancoor 2nd Floor | 17:10 | Information   | 21:15 | Star's Room                        |
| 8:25 | Theater Vancoor 2nd Floor          | 12:00 | Theater Vancoor 1st Floor | 19:15 | Castle Gate   | 21:25 | Begins to charge his battery       |





He entered the bandit guild to fulfill his childhood dream of becoming a treasure hunter, unprepared for the dark, twisted reality of the guild world. He remains a member, but only because he's too afraid to guit. A coward, he is easily controlled by anyone who looks or acts stronger than himself

EXP DAGOL DROP

ENCOUNTER



#### 



Toughness Bangle

TH

Reference [pg287]

| RIZ CON CUR PET DI | POT | PAR | BLD | BND | FRZ |
|--------------------|-----|-----|-----|-----|-----|
|                    | ×   |     |     | ×   | ×   |
| X   X   X   X      |     |     |     |     |     |
|                    | ×   | ×   | ×   | ×   | ×   |

PESISTANCES

|   | -   | ^    |     |     | ^   | ^    |  |
|---|-----|------|-----|-----|-----|------|--|
| ı | DV  | AP   | ATK | DEF | EVA | DCR- |  |
| ı | . 5 | 149  | 44  | 47  | 86  | 37   |  |
| ш | 25  | 609  | 85  | 92  | 121 | 69   |  |
|   | 50  | 1185 | 137 | 148 | 166 | 109  |  |
|   | 75  | 1761 | 189 | 205 | 211 | 149  |  |
|   | MAX | 2314 | 239 | 259 | 254 | 187  |  |

GRADE O E D B O

| HOUGHT PROCESS      | SXIII   |            |        |  |
|---------------------|---|------------|--------|--|
| MIO > TIMIO > TIMID | PREVENT PARALYZE  | 1          | ☆      |  |
| -                   | Processor Constitution of the Constitution of | encloseine | leaned |  |

| WILLINGNESS TO ACCEPT ORDERS |           |          |                   |  |  |  |  |
|------------------------------|-----------|----------|-------------------|--|--|--|--|
|                              |           | POSSIBLE | BE BAL<br>POSSIBL |  |  |  |  |
| BACK AWAY                    | PLAY DEAD | GONDES   | USE V             |  |  |  |  |

| Allinoiso |                  |             |       |         |           |  |  |
|-----------|------------------|-------------|-------|---------|-----------|--|--|
| UVPE      | .NF              | ME          | -     | ELEMENT | RANGE     |  |  |
| Attack    | Si               | de Attack   |       | None    | Short     |  |  |
| Attack    | Leap Knife Throw |             |       | None    | Short     |  |  |
| Attack    | ttack Steal      |             |       | None    | Short     |  |  |
| Other     | Ju               | ggle Knives | -     |         | _         |  |  |
| ARC KNOC  |                  | KNOCK BACK  | POWER | EFFECT  |           |  |  |
| 200       |                  | 0.5         | 1.2   |         |           |  |  |
| 0         |                  | 0.5         | 0.8   | _       |           |  |  |
| 60        |                  | 0           | 0.2   | Ste     | Steal 2.0 |  |  |
| -         |                  |             | _     |         |           |  |  |





REQUIREMENTS PRIEND TUTORIAL

#### DIRECTIONS

OLTV

Talk to Felix when he is reading in the Vareth Magic Institute Library between 9:40 and 13:50.

Talk to Solo between 9:40 and 13:50 or 16:00 and 23:59.

# OLO (CONT.)

Red Lotus Metropolis Party Room Black Town of Night and Lus Red Lotus Metropolis Beast Pit (3) Beast Pit (4-1-2) Red Lotus Metropolis Party Roo

SCHEDULE RECRUITMENT IS EDSSIRIE) OXIOLATORA OXIOLATORA

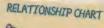
| TILME LOGATION                                   |
|--|
| Water and Wisdom (2)   21:20   Beast Pit (2-1-4) |
| dna Gate Entrance 22:05 Beast Pit (3)            |
| Water and Wisdom (2)                             |
| east Pit   |
| of Night and Lust                                |
|  |



# VOID COMMUNIT

Sonata is an assistant leader of the Void Community. He is also a member o a race living in wild country far from Radiata. He came to Radiata around the same time as Nyx. At first, he and Nyx worked separately, but eventually they began to cooperate. Sonata is a quiet man who is willing to

| TOLL       | is beliefs. |               | The state of the s |   |
|------------|-------------|---------------|--|---|
| XP<br>1200 | DAGOL       | DROP          | ENCOUNTER  | - |
| 1200       | U           | RECOVERY BALL | SONATA   |   |





Close associate

as one of the same



#### CHARACTER DATA

Hades Robe

THOUGHT PROCESS

STANDARD > STANDARD > AGGRESSIV

Flement



HUMANS

# RESISTANCES

None

None

None

POT PAR BLD BND FRZ CON CUR PET DTH A O A

|    | AP - | ATK | DEF | EVA | DC3 |
|----|------|-----|-----|-----|-----|
| _  |      | -   |     |     |     |
| 31 | 1109 | 152 | 140 | 107 | 85  |
| 50 | 1690 | 209 | 193 | 150 | 111 |
| 75 | 2454 | 284 | 263 | 206 | 146 |
| AX | 3189 | 357 | 331 | 261 | 180 |

|   | GRADE    | В       | В   | В |   | В | 0 |        |
|---|----------|---------|-----|---|---|---|---|--------|
| - | STOOL    |         |     |   |   |   |   |        |
| - | STOP AFF | LICTION | S × | * | 台 | à | 台 | Common |

#### WILLINGNESS TO ACCEPT ORDERS

| ATTACK ENEMY | CURE FRIEND | BACKUP   | BE BATT     |
|--------------|-------------|----------|-------------|
| POSSIBLE     | CAN'T ENACT |          | POSSIBLE    |
| BACK AWAY    | PLAY DEAD   | GONUTS   | USEVOLTY    |
| POSSIBLE     | POSSIBLE    | POSSIBLE | CAN'T ENACT |

| ATTAC      | KS             |   | The same |       |
|------------|----------------|---|----------|-------|
| TYPE       | NAME           |   |          | RANGE |
| The second | Aerial Duo Cla | DESCRIPTION AND ADDRESS OF THE PARTY OF THE | None     | Short |
| Attack     | Bashing Mirag  | je  | None     | Short |
| Attack     | Steal          |   | None     | Short |
|            | Soul Breath    | 0-0   | None     | Long  |
| ARC        | KNOCK BACK     | POWER   | EFFECT   |       |
| 200        | 1              | 1.3   |          |       |
| 90         | 0.5            | 1   | 1        |       |
| 00         | -              | 0.0   | 0.       |       |

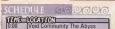
REQUIREMENTS DEVEL TURING PEOPLE BEGIN TO CHANGE

DIRECTIONS Talk to Ortoroz. He tells you to talk

to Sonata and Interlude. Talk to Sonata on the Bridge at the

Radiata Heliforde Gate Entrance. Talk to Sonata on the Bridge at the

Radiata Echidna Gate Entrance. Talk to Sonata on the Bridge at the Radiata Lupus Gate Entrance.



OOD Badieta Hotel

0:00 Radiata Ech

Curse 1.5

THE OCCATION



## NO AFFILIATION

Son of Helios E. Stern and Serene E. Stern, both of the upper class. He lived a life of luxury until he left home to become a knight. He is pompous. and obnoxious, but means well. He failed the test to become a Royal Knight nine times, until he realized that he didn't need a license to keep Radiata's peace, and christened himself the Free Knight.

DAGOL DROP ENCOUNTER BELL AMULET, LUCK BERRY

## RELATIONSHIP CHAR the Knight Exam

The center of his Let his guard

Who is this ouv?

| ,            | ×  |        |
|--------------|----|--------|
| 1            |    |        |
| Wishes to be | 11 | 1      |
| her equal    | 7, | 100    |
|              |    | E1 1.0 |

# CHARACTER DATA

Beckoning Cat

Reference

RESISTANCES WILLINGNESS TO ACCEPT ORDERS



| ACE DO |     |     |     |     |
|--------|-----|-----|-----|-----|
| P07    | PAR | BLD | BND | FRZ |
|        |     |     |     |     |
| BLZ    | CON | CUR | PET | DTH |
| ×      | ×   | ×   | ×   | ×   |

| ATTACK ENEM | Y CURE FRIEND | BACKUP   | BE BATT    |
|-------------|---------------|----------|------------|
| POSSIBLE    | CAN'T ENACT   | POSSIBLE | IMPOSSIBLE |
| BACK AWAY   | PLAY DEAD     | CONDITS  | USEVOLTY   |
| POSSIBLE    | POSSIBLE      | POSSIBLE | POSSIBLE   |

| 2     | 396  | 32  | 53  | 10  | 99  |
|-------|------|-----|-----|-----|-----|
| 25    | 1132 | 91  | 125 | 56  | 135 |
| 50    | 1932 | 155 | 203 | 106 | 176 |
| 75    | 2732 | 219 | 282 | 156 | 216 |
| MAX   | 3501 | 281 | 357 | 204 | 254 |
| GRADE | В    | D   | В   | C   | В   |

MY MP ATTEMET EVA DOT

THOUGHT PROCESS BRAVE > TIMIO > TIMIO

PREVENT CURSE ★ ☆ ☆ ☆ ☆



# Star (CONT.)

| ATTAC  | KS                    |   |         |       |     |           |         |            |
|--------|-----------------------|---|---------|-------|-----|-----------|---------|------------|
| TYPE   | NAME<br>Dainty Strike |   | ELEMENT | RANGE | ARC | KNOCK BAC | K POWER | EFFECT     |
| Attack | Dainty Strike         |   | None    | Short | 90  | 0.5       | 1       |            |
| Attack | Dainty Thrust         |   | None    | Short | 40  | 0.5       | 1       |            |
| Other  | Other Strike a Pose   |   | _       |       | -   |           |         |            |
|        | Terror Struck         |   |         |       | -   | _         |         | -          |
| Volty  | Super Star Duel       | 0 | None    | _     | -   | 0.5       | 0.3     |            |
|        |                       | 0 | None    | _     |     | 0.5       | 0.2     |            |
|        |                       | 0 | None    |       |     | 0.5       | 3       |            |
|        |                       | 0 | None    |       |     | 0.5       | 0.3     | _          |
|        |                       | 0 | None    |       | _   | 0.5       | 0.4     | Knock Down |

REQUIREMENTS DEVEL TURING 11 LEAVING FOR WIND VALLEY

SUB MISSION PLEASE STOP LORO STAR

DIRECTIONS Talk to Star

\*\*\*\*

| 1 ME | LOCATION                           | 11003 | DOGATION.                        | 1977  | DOGATITION                       |
|------|------------------------------------|-------|----------------------------------|-------|----------------------------------|
| 0.00 | Star's Room                        | 8:30  | Theater Vancoor 3rd Floor        | 12:25 | Yellow Town of Sun and Glory (2) |
| 5:00 | Wakes up                           | 8:35  | Theater Vancoor 4th Floor        | 12:40 | Vancoor Square                   |
| 5:15 | Theater Vancoor Basement 2nd Floor | 8:40  | Chief's Room                     | 16:20 | Yellow Town of Sun and Glory (2) |
| :25  | Theater Vancoor Basement 1st Floor | 11:45 | Theater Vancoor 4th Floor        | 16:45 | Castle Gate                      |
| :30  | Theater Vancoor 1st Floor          | 11:50 | Theater Vancoor 3rd Floor        | 17:10 | Information                      |
| :40  | Toilet                             | 11:55 | Theater Vancoor 2nd Floor        | 19:15 | Castle Gate                      |
| :20  | Theater Vancoor 1st Floor          | 12:00 | Theater Vancoor 1st Floor        | 19:40 | Yellow Town of Sun and Glory (2) |
| :25  | Theater Vancoor 2nd Floor          | 12:15 | Yellow Town of Sun and Glory (1) | 20:35 | Yellow Town of Sun and Glory (1) |

| X |           | DE DE LA COMPANION DE LA COMPA |
|---|-----------|--|
|   | THE STATE | TOGATION Theater Vancoor 1st Floor   |
|   | 20:45     | Theater Vancoor 1st Floor  |
|   | 21:00     | Theater Vancoor Basement 1st Floor   |
|   | 21:05     | Theater Vancoor Basement 2nd Floor   |
|   | 21:15     | Star's Room  |
|   | 23:30     | Goes to sleep  |
|   | -         |  |



## STEFAN NO AFFILIATION

Loves vegetables: in fact, he has a bit of an obsession for them. His greatest joy in life is eating the vegetables that he has grown with his own hands. As far as he's concerned, he'd rather be around them than around women.

ENCOUNTER

# RELATIONSHIP CHAR Often tricks him Work friends

Recruits

634

1286 130 1938 183

#### CHARACTER DATA

THOUGHT PROCESS

BRAVE > TIMID > TIMIO

#### 

| Spade       |      | RES  | IST |
|-------------|------|------|-----|
| Element     | None | POT  | PA  |
| Farming Clo | 1    | 7167 | 0   |
| Element     | None | ×    |     |

| RESISTANCES                 |     |     |     |     |  |  |
|-----------------------------|-----|-----|-----|-----|--|--|
| POT                         | PAR | BLD | BND | FRZ |  |  |
| ×                           | ×   | ×   | ×   | ×   |  |  |
| BLZ                         | CON |     |     | DTH |  |  |
| ×                           | ×   | ×   | ×   | ×   |  |  |
| MY AND ATTEMPTED TOWN NAMED |     |     |     |     |  |  |

| 3 |     | ×   | ×   | Н |
|---|-----|-----|-----|---|
| ì | DEF | EVA | LCK | ۱ |
| j | 48  | 16  | 39  |   |
|   | 98  | 53  | 84  | 3 |
|   | 160 | 100 | 142 |   |
| ı | 223 | 147 | 199 |   |
|   | 283 | 192 | 254 |   |
|   | 0   | D   | В   |   |

| MAX   | 2564  | 23 | 4 | 283 | 15 | 12 | 254 |
|-------|-------|----|---|-----|----|----|-----|
| GRADE | 0     | 8  |   | 0   | E  |    | В   |
| STO.  |       |    |   |     |    |    |     |
| STATU | S CUR |    | * | ☆   | 12 | 습  | 自   |

| WILLINGNESS TO ACCEPT ORDERS |                       |          |             |  |  |  |
|------------------------------|-----------------------|----------|-------------|--|--|--|
|                              | Y CURE FRIEND         |          | BE BATT     |  |  |  |
| POSSIBLE<br>BACK AWAY        | POSSIBLE<br>PLAY DEAD | POSSIBLE | POSSIBLE    |  |  |  |
| POSSIBLE                     | POSSIBLE              | POSSIBLE | CAN'T ENACT |  |  |  |

| ATTAC   | KS |                   |              |       |        |
|---------|----|-------------------|--------------|-------|--------|
| Attack  | NA |                   |              | None  | RANGE  |
| -       | -  | oss Bash          |              | None  | Medium |
| Restore | Ca | rrot              | -0           |       | 1 -    |
| ARC 40  |    | KNOCK BACK<br>0.5 | POWER<br>1.2 | EUEGU |        |
| 90      |    | 1                 | 1            |       |        |

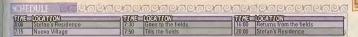
Gives them all

REQUIREMENTS LEVEL TRAINE FRIEND TUTORIAL

DIRECTIONS

Talk to Stefan in Nuevo Village between 7:00 and 7:30 or 16:25 and 20:00.

for you. Answer "Yes" to the first question and "No" to the second.





#### SUNSET NO AFFILIATION

Sunset is a young boy who works hard to learn about his father's pig farming business. He takes good care of his sister, and watches over her and the pigs daily. He is also a cheeky child who likes to make fun of others. His excessive curiosity often gets him into trouble. He's matured a lot lately since he began working hard to learn the family business.

EXP DAGOL DROP

ENCOUNTER





Nurse Uniform

Element

THOUGHT PROCESS

TIMIO > TIMIO > TIMIO

understands his riddle-like speech, and she is the reason the clinic is run so smoothly. She also has the ability to diagnose a sick person simply by talking

EXP DAGOL DROP

<u>ගතවත්වත්වත්වත්වත්වත්වත්වත්වත්</u>

RESISTANCES POT PAR BLD BND FRZ BLZ CON CUR PET DTH x x 0 x x LV HP ATK DEF EVA LCK 
 84
 25
 30
 25
 30

 454
 72
 67
 73
 78
 25 454

840 121 106 124 129 1227 169 146 176 181 MAX 1597 217 183 224 229

SKIM PREVENT BLIND ★ ☆ ☆ ☆

THE RADIATA QUIZ

WILLINGNESS TO ACCEPT ORDERS

ENCOUNTER

ATTACK ENEMY CURE FRIEND BACKUP BE BATT CAN'T ENAC BACK AWAY PLAY DEAD GONUTS USEVOLTY

ATTACKS TYPE NAME ELEMENT RANGE Cure All Effects Attack Paralyze Gas KNOCK BACK POWER ARC EFFECT Cures All of Target's Affliction Paralyze 3.0

SYNELIA

A man shi thinks is

Father and

MAN'S PICTURE

REQUIREMENTS LEVEL TUMING FRIENO TUTORIAL

DIRECTIONS Talk to Synelia in Morfinn's Clinic.

Take the Radiata Quiz and answer three consecutive questions correctly. The Radiata Quiz is available only once per day

| and the land of the land of | DULE COCOCO                   |
|-----------------------------|-------------------------------|
| THOS                        | LOCATION                      |
| 0:00                        | Synelia's Residence           |
| 4:05                        | White Town of Stars and Faith |
| 4:15                        | Morfinn's Clinic              |
| 22:15                       | White Town of Stars and Faith |
| 22:30                       | Synelia's Residence           |

| QUESTIONS  | ANSWERS       |
|--|---------------|
| How many stories high is Theater Vancoor?  | 4             |
| The former high priest of the Olacion Order was High Priestess Enjela. Who is the current High Priest?               | Kain          |
| Radiata is surrounded by four regions: the Dova region, Adien region, and the Cuatour region.<br>What is the fourth? | Tria region   |
| What animal is the president of the Vareth Magic Institute?  | An Owl        |
| Who is the son of Theater Vancoor's Bruce?   | Nick          |
| Who is the King of Radiata?  | Jiorus        |
| Who is the captain of the Violet Chevre brigade?   | Natalie       |
| What kind of store does the animal lover Mr. Nask run?   | General store |
| What does Theater Vancoor's Daniel have as a pet?  | A crocogator  |
| Who is the author of "Achieving Ether Transmission with Zero Mana Loss"?   | Curtis        |
| What is the name of the son of Void Community's Ms. Rynka?   | Cody          |
| What kind of hair does the Void Community's Mr. Pinky have?  | Afro          |
| What is the dish Tria Village's Ms. Saron is most proud of?  | Soup          |







Tarkin is the younger brother of farmer Keaton. Presently, he is staying at Tria Village to learn about dairy farming. There was a time when he wanted to be a knight, but he realized he wasn't cut out for it. He is a simple, serious youth He doesn't like being a burden on others and tries hard not to be

EXP DAGOL DROP

ENCOUNTER

#### CHARACTER DATA

Element None

Protect Shell Reference

## ova eva eva eva eva eva eva eva eva

| 1    | Farmer's He<br>Element | De<br>None | P |
|------|------------------------|------------|---|
| 1000 |                        |            |   |

| POT     | PAR | BLD     | BND    | FRZ  |
|---------|-----|---------|--------|------|
| N7      | CON | W X     | X      | DTH  |
| ×       | *   | ×       | ×      | ×    |
| <br>000 | m   | OCTO CO | 73. GY | non. |

FSISTANCES

| W     | (P   | ATK | DEF | EVA | LCK |
|-------|------|-----|-----|-----|-----|
| 11    | 168  | 62  | 59  | 29  | 55  |
| 25    | 436  | 95  | 84  | 47  | 85  |
| 50    | 915  | 155 | 129 | 80  | 140 |
| 75    | 1394 | 214 | 174 | 113 | 196 |
| MAX   | 1853 | 272 | 217 | 145 | 249 |
| GRADE | E    | D   | E   | E   | В   |

|                       | The state of the s |                |   |   |   |   |  |
|-----------------------|--|----------------|---|---|---|---|--|
| THOUGHT PROCESS       | SHO  |                |   |   |   |   |  |
| BRAVE > TIMID > TIMID |  | PREVENT FREEZE | * | ☆ | r | 众 |  |

## WILLINGNESS TO ACCEPT ORDERS

| ATTACK ENEMY | CURE FRIEND | BACKUP | BE BATT     |
|--------------|-------------|--------|-------------|
| PDSSIBLE     | POSSIBLE    |        | POSSIBLE    |
| BACK AWAY    | PLAY DEAD   | GONUTS | USEVOLTY    |
| PDSSIBLE     | PDSSIBLE    |        | CAN'T ENACT |

|         | ATTACKS |                |       |         |       |  |  |  |  |
|---------|---------|----------------|-------|---------|-------|--|--|--|--|
|         | TYPE    | NAME           |       | ELEMENT | RANGE |  |  |  |  |
|         | Attack  | Downward Sw    | ring  | None    | Long  |  |  |  |  |
|         | Attack  | Horizontal Swi | ng    | None    | Long  |  |  |  |  |
|         | Restore | Rice Ball      | DOM:  |         | -     |  |  |  |  |
|         | ARC     | KNOCK BACK     | POWER | EFFECT  |       |  |  |  |  |
|         | 40      | D.5            | 1.2   | -       | -     |  |  |  |  |
| 120 0.5 |         |                | 1     |         | _     |  |  |  |  |
|         |         | 798.000000     |       | 1-      |       |  |  |  |  |

## REQUIREMENTS

RELATIONSHIP CHAR

Brothers

DEVEL TOWING

#### DIRECTIONS

Feeds

- Talk to Tarkin between 8:05 and 15:00 or 17:55 and 20:00 in the Barn 1st Floor and say "Okay."
- Retrieve Mootamin (Cow Medicine) from Nask of Waldo General Store between 6:10 and 22:50.
- Return to Tarkin and give him the Mootamin

## ACHADITE ASSOCIACIO EN DINGENE EN DESCRIBORA EN DE EN DINGEN DE EN DE EN

| TIME | Tarkin's Residence Bedroom    | 1777 E | NOCATION<br>Barn 1st Floor | 500015 | DOCATION                      |
|------|-------------------------------|--------|----------------------------|--------|-------------------------------|
|      |                               | 7:50   | Barn 1st Floor             | 2D:15  | LOCATION<br>Tria Village (2)  |
|      | Tarkin's Residence Livingroom | 15:15  | Tria Village (2)           | 20:30  | Tarkin's Residence Livingroom |
| 7:40 | Tria Village (2)              | 17:55  | Barn 1st Floor             | 20:40  | Tarkin's Residence Bedroom    |
|      |                               |        |                            |        |                               |



# HANOS

# THEATER VANCOOR

Receptionist at Theater Vancoor. Once a sergeant in the guild, he changed Jobs after being beaten by Alicia when she was a newbie. He always looks bored and speaks in a brusque manner, but is actually very serious when it comes to work. He likes to look after others and passes on fun tasks to the warriors he likes.

DAGOL DROP

ENCOUNTER

#### CHARACTER DATA

#### o de la compacta del la compacta de la compacta de



Flement None

Pluto's Tronby

Reference

RESISTANCES POY PAR BLD BND FRZ CON CUR PET DTH A A -

| - | 002   | AP . | ATK | DEF | EVA | nck- |
|---|-------|------|-----|-----|-----|------|
|   | 13    | 197  | 66  | 75  | 62  | 58   |
| 1 | 25    | 507  | 97  | 105 | 83  | 73   |
|   | 50    | 1154 | 161 | 170 | 129 | 104  |
|   | 75    | 1801 | 226 | 234 | 174 | 135  |
|   | MAX   | 2422 | 289 | 296 | 218 | 166  |
|   | CDADE | 0    | 0   | 0   | 0   | D    |

THOUGHT PROCESS BRAVE > TIMID > TIMID

SIM IGHTING SPIRIT ★ ☆ ☆ ☆ ☆

## WILLINGNESS TO ACCEPT ORDERS

ATTACKENEMY CURE FRIEND BACKUP BE BATT BACK AWAY PLAY DEAD GONUTS USEVOLTY CAN'T ENACT

ATTACKS Attack 1 Spirit Thrust ELEMENT RANGE None Medium Attack 20 EFFECT Breaks Parry 98

RELATIONSHIP CHAR leader Decided to retire Ton hard after being beaten up badly

> Thought he was a woman



REQUIREMENTS

DEVEL TRAING THE PAINTINGS

SUBMISSION COMPLETE ALL MISSIONS

DIRECTIONS

Talk to Thanos after completing every mission

| MISSION                  | TIMING  |
|--------------------------|---|
| Gonovitch's Dilemma      | An Eccentric Visitor and A Masterpiece of Fantasy<br>Until The Strategy Meeting |
| Stone of Miracles        | The Cocoon Tree   |
| Top Secret Mission       | The Strategy Meeting  |
| Build that Body!         | Violation   |
| Please Stop Lord Star    | Until People Begin to Change People Begin to Change                             |
| The Real Ultimate Battle | People Begin to Change and The Ultimate Battle                                  |
| Letter of Defiance       | The Red Lion and Build that Body  |
| The Alien Monster        | The Red Lion  |
| Secret of the Sewers     | The Paintings   |

| SCHE |                                    |       | MANA BARBARA              | (a) |
|------|------------------------------------|-------|---------------------------|-----|
| THE  | Theater Vancoor 1st Floor—Sleeping | THE   | LOGATION                  | 1   |
| 0:00 | Theater Vancoor 1st Hoor—Sleeping  | 23:20 | Theater Vancoor 1st Floor | 41  |
| 6:20 | Handles reception                  | 23:55 | Goes to sleep             | N   |
|      |                                    |       |                           |     |



Comes across her a lot these Used to be WILLINGNESS TO ACCEPT ORDERS

BEBATT

Confuse 2.0

RESISTANCES Metal Pipe Element None Smelly Old Clothes Element Earth

POT PAR BLD BND FRZ BAZ CON CUR PET DTH A A 0 LV HP ATK DEF EVA LCK 624 145 128 85 1596 207 180 113 90 75 2812 285 246 148 MAX 3979 360 310 183 164

GRADE A В THOUGHT PROCESS SKTO BRAVE > BRAVE > BRAVE PREVENT POISON ★ ★ ★ ☆

CONUTS BACK AWAY PLAY DEAD USE VOLTY POSSIBLE ATTACKS Attack Heavenly Prayer ELEMENT RANGE Attack Rotating Spin None Medium Attack Flashing Thrust None Medium Attack Bad Breath
ARC KNOCK BACK POWER Short EFFECT 200 360 0.8 40 1.5 Breaks Parry

RELATIONSHIP CHART

Hard for him

to live with

Same species's

of the

sewers

REQUIREMENTS DEVEL TUNING AN ECCENTRIC VISITOR

SUB MISSION SMILODON FANG

DIRECTIONS Talk to Tony

| 1  | SCHE |                          | KOD  | a contraction             | exagex | <u>අත්ත්ත්ත්ත්ත්ත්ව</u>  | මතමත  | <u>CACACACACA</u>         |
|----|------|--------------------------|------|---------------------------|--------|--------------------------|-------|---------------------------|
|    | Was  | Path of the Spider I (3) | THE  | LOCATION                  | - TIME | Path of the Spider I (7) | TOME  | Path of the Spider I (3)  |
| ,  |      |                          | 3:50 | Path of the Spider I (7)  |        |                          |       | Path of the Spider I (3)  |
| 1  |      | Path of the Spider I (4) | 4:05 | Path of the Spider I (8)  | 15:40  | Path of the Spider I (5) | 18:15 | Goes fishing in the canal |
| -1 | 3:00 | Path of the Spider I (5) | 4:20 | Goes fishing in the canal | 17:05  | Path of the Spider I (4) |       |                           |

90

ATTACK ENEMY CURE FRIEND BACKUP

#### VARETH MAGIC INSTITUTE

Ursula is an assistant professor at the Vareth Magic Institute. Her specialt, is golem creation. The dwarves excel in the creation of golems, but Ursula surpasses even them. She looks polite and mature, but is actually shortrempered and very frank. When she gets mad, she has a tendency to resort to physical violence.

DAGOL DROP ENCOUNTER IURSULA APPRENTICE(A), LIGHT GUARDSMANIA

> FRZ DTH

> > ×

36

VA LCK



Blue Robe

Element Water

Magic Boost

| ı | ×   | CON | ×    |     | X X |
|---|-----|-----|------|-----|-----|
|   | 002 | GP. | ATC3 | DEF | A   |
| ı | 34  | 611 | 155  | 135 | 1   |

75

GRADE D B

1089 199 172 105

1837 268 231 105 53 MAX 2554 335 287 105 70

D

RESISTANCES

| Ī | WILLINGNESS TO ACCEPT ORDERS |   |          |             |  |  |  |
|---|------------------------------|---|----------|-------------|--|--|--|
| ı | ATTACK ENEMY                 | CURE FRIEND                               | BACKUP   | BE BATT     |  |  |  |
| ľ | POSSIBLE                     | CAN'T ENACT                               | POSSIBLE | POSSIBLE    |  |  |  |
|   | BACK AWAY                    | PLAY DEAD                                 | GONUTS   | USEVOLTY    |  |  |  |
| l | POSSIBLE                     | POSSIBLE                                  | POSSIBLE | CAN'T ENACT |  |  |  |
| ч | Bernarussan                  | A. C. |          |             |  |  |  |

| ATTAC  | KS         |       |         |        |
|--------|------------|-------|---------|--------|
| TYPE   | NAME       |       | ELEMENT | RANGE  |
| Attack |            |       | Water   | Long   |
| ARC    | KNOCK BACK | POWER | EFFECT  |        |
| 0      | 1          | 1.6   | Knoo    | k Back |

BAD CARRIER



# REQUIREMENTS

DEVEL TUMING LEAVING FOR WIND VALLEY

SUB MISSION
THE ULTIMATE BATTLE AND
THE REAL ULTIMATE BATTLE

DIRECTIONS Talk to Ursula after clearing both of her Challenges.

Recruits

#### SKARKARIA EKARKARIANTKARIA EKARIANTKARIAN EKARIANTKARIANTKARIANTKARIANTKARIANTKARIANTKARIANTKARIANTKARIANTKARI

STANDARD > STANDARD > AGGRESSIVE

| 0:00 | DOCATION                          | 50003 | DOGATION                      | 57703 | DOGNICH                           | 577073 | LOGATION               |
|------|-----------------------------------|-------|-------------------------------|-------|-----------------------------------|--------|------------------------|
| 0:00 | Moon Tower Laboratory             |       | Leopearl Apartments 2nd Floor | 8:30  | Blue Town of Water and Wisdom (2) |        | Moon Tower             |
|      | Moon Tower Interior               | 3:20  | Leopearl Apartments 3rd Floor | B:55  | Vareth Magic Institute            | 13:20  | Cafeteria              |
|      | Moon Tower                        |       | Ursula's Residence            | 9:10  | Cafeteria                         | 16:00  | Vareth Magic Institute |
|      | Cafeteria                         |       | Ursula's Residence            |       | Moon Tower                        | 17:25  | Cafeteria              |
|      | Vareth Magic Institute            | 8:05  | Leopearl Apartments 3rd Floor | 9:30  | Moon Tower Interior               | 17:35  | Moon Tower             |
|      | Blue Town of Water and Wisdom (2) | 8:10  | Leopearl Apartments 2nd Floor | 9:50  | Moon Tower Research Lab (2)       | 17:45  | Moon Tower Interior    |
| 3:00 | Leopearl Apartments 1st Floor     | B:20  | Leopearl Apartments 1st Floor | 13:00 | Moon Tower Interior               | 1B:30  | Moon Tower Laboratory  |



## OLACION ORDER

Vitas is a priestess of the Olacion Order. Growing up in a male-dominated environment has made her very masculine and tough. Her parents sent her to the Olacion Order to have her get in touch with her feminine side, but instead she has been developing her skills as a monk. Her manner and speech

DAGOL DROP 267 CEMENT POWDER ENCOUNTER

## <u>෦෨෧෨෧෨෧෨෧෨෧෨෧෨෧෨෧෨෧෦෧෦</u>

| ЛΛ | KACTER   | DATA    |             | 100  | 10) | 2/(0 |     | 01  |   |
|----|--|---------|-------------|------|-----|------|-----|-----|---|
|    | Nun's Robe<br>Element  | None    | RESI<br>PO7 |      | NCE |      |     | RZ  |   |
|    | Power Bangle<br>Reference  | [pg287] | R17         | CON  | CU: |      | ×   | e X |   |
|    | - Comment of the Comm |         | 00          | AP-  | ATK | DEF  | EVA | na  |   |
|    |  |         | 18          | 426  | 104 | 83   | 105 | 98  |   |
|    |  |         | 25          | 645  | 125 | 105  | 118 | 112 |   |
|    |  |         | 50          | 1/20 | 201 | 104  | 100 | 100 | ı |

| THE PROPERTY. | COMO  |      |     |     |     | -   |
|---------------|-------|------|-----|-----|-----|-----|
|               | GRADE | C    | В   | В   | В   | A   |
|               | MAX   | 2963 | 352 | 339 | 261 | 265 |
|               | 75    | 2211 | 278 | 263 | 214 | 215 |
|               | 50    | 1428 | 201 | 184 | 166 | 163 |
|               |       |      |     |     |     |     |

BRAVE > BRAVE > TIMID PREVENT POISON | \*

## WILLINGNESS TO ACCEPT ORDERS

| HILLEIMON    |             |          |             |  |  |
|--------------|-------------|----------|-------------|--|--|
| ATTACK ENEMY | CURE FRIEND | BACKUP   | BE BATT     |  |  |
| POSSIBLE     | CAN'T ENACT | POSSIBLE | POSSIBLE    |  |  |
| BACK AWAY    | PLAY DEAD   | GONUTS   | USE VOLTY   |  |  |
| POSSIBLE     | POSSIBLE    | POSSIBLE | CAN'T ENACT |  |  |
|              |             |          |             |  |  |

| TA | TTA | \C | K | S   |
|----|-----|----|---|-----|
| -  | VDE | -  | - | 700 |

| Attack  | Right Hoo   | ık    | None   | Short   |
|---------|-------------|-------|--------|---------|
| Attack  | 2 Pinnacle  | Punt  | None   | Short   |
| Support | Power Upper |       |        | _       |
| ARC     | KNOCK BACK  | POWER | EFFECT |         |
| 90      | 1           | 1     | -      | -       |
| 40      | 0.5         | 1.2   | Knocks | Upward  |
|         | 1           |       | 0.00   | O OF DE |



REQUIREMENTS NEXEL TOTAL BODY OR PEOPLE BEGIN TO CHANGE

#### DIRECTIONS

- Talk to Vitas when she is training in Vitas's Room between 10:35 and 16:45.
- Defeat Vitas when she challenges you.

| COURT POTOR THE RE- | AND STREET | TIME TIME | 100000 | and and | and and a | <br>DENGENGENGE | <br> |  |
|---------------------|------------|-----------|--------|---------|-----------|-----------------|------|--|
|                     |            |           |        |         |           |                 |      |  |
|                     |            |           |        |         |           |                 |      |  |
|                     |            |           |        |         |           |                 |      |  |
|                     |            |           |        |         |           |                 |      |  |

| SCHE | THE EXCLUSION OF              | Kellek | 000000000000000000000000000000000000000 | (e)en | NACORIORIO CON CONTRACTORIORIO | 300     | De D |
|------|-------------------------------|--------|---|-------|--------------------------------|---------|--|
| THE  | LOCATION                      |        | LOCATION                                | THE   | DOGATION                       | 5003    | DOGATION                                 |
|      | Vitas Residence               |        | Confessional (2)                        |       | Olacion Order Chapel           | 19:15   | White Town of Stars and Faith            |
|      | Path of Swords and Wisdom     |        | Mortal Tree Hallway                     | 17:35 | Olacion Order Shrine (1)       | 22:35   | Path of Swords and Wisdom                |
|      | White Town of Stars and Faith | 10:25  | Vitas's Room                            | 17:50 | White Town of Stars and Faith  | 22:45   | Vitas' Residence                         |
|      | Olacion Order Shrine (1)      | 10:35  | Undergoes martial arts training         | 1B:15 | Path of Swords and Wisdom      | Y7: 1   |  |
|      | Olacion Order Chapel          | 16:45  | Halts his training                      | 18:25 |                                |         | es not follow her schedule during the    |
| 7:20 | Mortal Tree Hallway           | 16:55  | Mortal Tree Hallway                     | 19:10 | Path of Swords and Wisdom      | mission | Build that Body!                         |

Wal is an ex-farmer who became a hunter after being introduced to the trade by Garcia. He has a lot of self-confidence, despite his lack of hunting stills. He thinks he can capture ferocious animals on his own and often puts himself in dangerous situations Garcia tries to warn him about dangers, but ..

EXP DAGOL DROP ENCOUNTER

BND FRZ

PET DIA

XX

RELATIONSHIP CHART Admires him

Lectures him often

He's a good guy

Wishes he would be more enthusiastic

Thinks highly of his skilts

TYPE NAME Attack Downward Swing

Attack Horizontal Swing

Restore Rice Ball

0.5

| Farmer's Hoe |      |
|--------------|------|
| Element      | None |
|              |      |

Reference [pg287]

THOUGHT PROCESS

BRAVE > TIMIO > TIMIO

|   | KLO | DIA  | CLD  |
|---|-----|------|------|
| - | POI | PAR  | BLD  |
|   | BLZ | CON  | OR   |
|   | ×   | ×    | ×    |
|   | DV- | AP ( | TK D |
| - | 12  | 100  | 00   |

| WILLINGNE                | SS         |
|--------------------------|------------|
| ATTACK ENEMY<br>POSSIBLE | CUI<br>POS |
| POSSIBLE                 | PL/<br>POS |

| ILLINGINI   | ESS TO MOO  | LI I OMBE | - 1  |
|-------------|-------------|-----------|--|
| TTACK ENEMY | CURE FRIEND | BACKUP    | BE BAYT  |
| OSSIBLE     | POSSIBLE    | POSSIBLE  | POSSIBLE   |
| ACK AWAY    | PLAY DEAD   | GONUTS    | USE VOLTY  |
| DSSIBLE     | POSSIBLE    | POSSIBLE  | CAN'T ENACT  |
|             |             |           | and the same of th |

TO ACCEPT ORDERS

ELEMENT RANGE None

Restores 30% of Wal's Ma

BE BAT POSSIBIL

USEVO

None

EFFECT

| CI | REQ        |
|----|------------|
|    | CEVES      |
| ng | DIRE       |
| ng | Tal<br>(2) |
|    | frio       |

| DI | RECTIONS  |
|----|---|
| 0  | Talk to Garcia in the Septem Regior<br>(2) between 7:15 and 10:00 or 17:25<br>or 22:00. He tells you that his two<br>friends have gone missing. |
|    |   |

JIREMENTS TIMING FRIEND TUTORIAL

in Septem Cave (2). Talk with Wal outside his house in Septem Region (2).

RELATIONSHIP CHART

Carefree

#### CHARACTER DATA

DESISTANCES Farming Clothes Element None Toughness Bangle

| 68 61 32 53<br>95 83 48 71   | 198           | 13    |
|--|---------------|-------|
| THE R. P. LEWIS CO., LANSING, MICH.  |               |       |
|  | 405           | 25    |
| 152   129   81   109   | 837           | 50    |
| 209 175 114 147  | 1270          | 75    |
| 263 220 147 184  | 1684          | MAX   |
| O E E D  | 8             | GRAOE |
| The state of the s | CORP. IN PART |       |

| 100 | KILL          |   |   |   |   | - | ž . |
|-----|---------------|---|---|---|---|---|-----|
| F   | IERCE DEFENSE | * | ☆ | ☆ | 公 | 众 |     |

| NO ENGLANDED      | ചരായ  | <u>തലത്ലത്ലത്ലത്</u>                | തലതലത്യപ്പെടുത്ത        |
|-------------------|-------|-------------------------------------|-------------------------|
| OGATION .         | TOTAL |                                     |                         |
| Wal's Residence   |       |                                     | 22.10   Wal's Residence |
| Septem Region (2) | 16:40 | Returns from hunting                |                         |
| Goes hunting      | 17:40 | Talks outside with Bran and Garcial |                         |

40

120





Corporal of Theater Vancoor. He is famous for not doing much, but Gerald and Alicia know his true abilities. However, his subordinates do not think well of him because they cannot see the results of his work. He is a member of the Quintom Squad

EXP DAGOL DROP

DECICTANCES

ENCOUNTER





| RESISTANCES |     |     |     |      |     |   |  |  |
|-------------|-----|-----|-----|------|-----|---|--|--|
| P07         | PAR | BLC | B   | VD   | FRZ |   |  |  |
| ×           | ×   | >   |     | ×    | ×   |   |  |  |
|             | CON | CU  | P   | 1    | DTH | į |  |  |
| ×           | ×   | ,   |     | ×    | ×   |   |  |  |
| 107         | (IP | AT3 | DEF | EVA) | non |   |  |  |
| -           |     | -   | -   | -    | -   |   |  |  |
| 20          | 142 | 400 | 115 | 10   | -   |   |  |  |

1299 185 232 116

| POSSIBLE | CURE FRIEND<br>CAN'T ENACT | POSSIBLE |
|----------|----------------------------|----------|
| POSSIBLE | PLAY DEAD<br>POSSIBLE      | POSSIBLE |

WILLINGNESS TO ACCEPT ORDERS

| 500 | GATHERING FRIE   |
|-----|------------------|
| TOP | REQUIREMENTS     |
|     | CEVEL TUMING     |
| NGE | 21 THE GUARDIANS |
|     |                  |

| 6 | THE PROPERTY OF THE PARTY OF TH |
|---|--|
| К | THOUGHT PROCESS  |
| - | DACCINE, DACCINE, THAIR  |



75 2191 250 324 140 166

LEMENTRA Attack 1 Tree Chopper Attack 2 Water Medium 90 Freeze 1.0 360

## DIRECTIONS

Talk to Walter. He asks you to check on Sheila.

Talk to Sheila in Radiata Castle's Dungeon Passage (2).

Report back to Walter

# Walter (CONT.)

CHEMILE ATTORE THE CORP. DING BLOOK OVER

| Name of Street | The state of the s | BE GAGE |  | (CALL   |                                  | 2)1010  | 19(09(0)9(0)9(0)9(0)                 |
|----------------|--|---------|--|---------|----------------------------------|---------|--------------------------------------|
| TUTE           | LOCATIZON  | THINE   | DOGATION   | 577073- | ROGATION                         | STORY - | DOGGTOON                             |
| 0:00           | Walter's Residence   | 8:40    | The Quintom Squad Locker Room  | 15:45   | Yellow Town of Sun and Giory (2) | 18:30   | Theater Vancour 1st Floor            |
| 6:45           | Vancoor Square   | 13:10   | Theater Vancoor Basement 1st Floor   | 16:05   | Yellow Town of Sun and Glory (1) |         | Yellow Town of Sun and Glory (1)     |
| 7:20           | Yellow Town of Sun and Glory (2)   | 13:25   | Theater Vancoor 1st Floor  |         | Theater Vancoor 1st Floor        |         | Yellow Town of Sun and Glory (1)     |
| 7:40           | Yellow Town of Sun and Glory (1)   |         | Yellow Town of Sun and Glory (1)   |         |                                  |         |                                      |
| 7:50           |  |         |  |         |                                  |         |                                      |
|                |  |         |  |         |                                  | 19:40   | Walter's Residence                   |
| 7:50<br>8:30   | Theater Vancoor 1st Floor  | 13:55   | Yellow Town of Sun and Glory (1) Yellow Town of Sun and Glory (2) Vancoor Square | 16:40   | The Quintom Squad Locker Room    |         | Vancoor Square<br>Walter's Residence |

SPREADING PLACUE. PAGE TO A PAGE TO

| 0:00 | LOGATION                         | THE   | DOGATOON                           | 577013 | 1000 TOO                         | 5000  | 1000-1100          |
|------|----------------------------------|-------|------------------------------------|--------|----------------------------------|-------|--------------------|
|      | Walter's Residence               | 7:50  | Theater Vancoor 1st Floor          | 18:30  | Theater Vancoor 1st Floor        | 19.40 | Walter's Residence |
| 6:45 | Vancoor Square                   | 8:30  | Theater Vancoor Basement 1st Floor | 18:45  | Yellow Town of Sun and Glory (1) |       | 1                  |
| 7:20 | Yellow Town of Sun and Glory (2) | 8:40  | The Quintom Squad Locker Room      | 18:55  | Yellow Town of Sun and Glory (2) |       |                    |
| 7:40 | Yellow Town of Sun and Glory (1) | 18:15 | Theater Vancoor Basement 1st Floor |        | Vancoor Square                   |       |                    |
|      |                                  |       |                                    |        |                                  |       |                    |



## WYZE NO AFFILIATION

Wyze is a Sherman farmer who prays to the gods to make his produce tastier. He makes a little extra money by telling fortunes to merchants who buy his food. Though it is just a hobby, he has a reputation for accuracy. This is just coincidence, though, as he has no psychic powers. He believes the delusions in his head are revelations from the gods.

| EXP | DAGOL | DROP         | The second second second | ENCOUNTER |
|-----|-------|--------------|--------------------------|-----------|
| 85  |       | HERB EXTRACT |                          |           |
|     | 110   | HEND EXTRACT |                          | WYZE      |
|     |       |              |                          |           |



RELATIONSHIP CHART

## CHARACTER DATA

Lucky Charm Reference [pg287]

THOUGHT PROCESS BRAVE > TIMID > TIMID

e la companie de la c

#### RESISTANCES Spade Element None POT PAR BLD BND FRZ Farming Clothes Element

| BLZ CON |     | CUR F |    | REU | X<br>DTH<br>X |
|---------|-----|-------|----|-----|---------------|
| 002     | AP  | ATK   | DE | EVA | NO.           |
| 8       | 147 | 51    | 55 |     | 34            |
| 25      | 492 | 88    | 98 | 64  | 65            |

| 000   | (IP  | ATK | DEF | EVA | LCK- |
|-------|------|-----|-----|-----|------|
| 8     | 147  | 51  | 59  | 29  | 34   |
| 25    | 492  | 88  | 98  | 64  | 65   |
| 50    | 999  | 144 | 155 | 116 | 112  |
| 75    | 1507 | 199 | 213 | 168 | 159  |
| MAX   | 1994 | 252 | 268 | 218 | 204  |
| GRADE | E    | E   | D   | C   | C    |

| 1 | PREVE | NT STE | AL * | ŵ   | ☆    | ☆ | ÷   |
|---|-------|--------|------|-----|------|---|-----|
|   | GRADE | E      | E    | D   | 0    |   | C   |
|   | MAX   | 1994   | 252  | 268 | 21   | 8 | 204 |
|   | 75    | 1507   | 199  | 213 | 16   | 8 | 159 |
|   | 50    | 999    | 144  | 155 | 1 11 | 6 | 112 |

## WILLINGNESS TO ACCEPT ORDERS

| ATTACK ENEMY | CURE FRIEND | BACKUP    | BE BATT       |
|--------------|-------------|-----------|---------------|
| POSSIBLE     | POSSIBLE    | POSSIBLE  | POSSIBLE      |
| BACK AWAY    | PLAY DEAD   | GONUTS    | USEVOLTY      |
| POSSIBLE     | POSSIBLE    | POSSIBLE  | CAN'T ENACT   |
|              |             | - GOOLDEE | ONIT I LITAGE |

| ATTAC   | KS      |            |           |                                   |           |  |
|---------|---------|------------|-----------|-----------------------------------|-----------|--|
| Attack  |         |            |           | None                              | RANGE     |  |
| -       |         | oss Bash   |           | None                              | Medium    |  |
| Restore | - donne | ce Ball    |           | _                                 | Wiedidiii |  |
| ARC 40  |         | KNOCK BACK | POWER 1.2 | EFFECT                            |           |  |
| 90      |         | 1          | 1         | -                                 |           |  |
| _       |         |            |           | Restores 30% of Wyze's Maximum HP |           |  |

REQUIREMENTS LEVEL TUNING FRIEND TUTORIAL

DIRECTIONS

Talk to him after Leban joins.

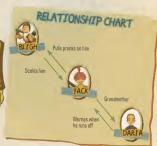
| TIME DOGATION          |          | 50003 | DOGG TOO TO       | CANAS- | 0000-2000                  |
|------------------------|----------|-------|-------------------|--------|----------------------------|
| 0:00 Elder's Residence | Kitchen  | 9:20  | ITria Village (1) | 17:50  | Tria Village (2)           |
| 5:20 Elder's Residence | Entrance | 9:40  | Vinyl House       |        | Elder's Residence Entrance |
| 5:30 Tria Village (2)  |          | 10:50 | Tria Village (1)  |        | Elder's Residence Kitchen  |





A mischievous kid from Nuevo Village. He plays pranks on people and laughs. when they get angry. He is skilled at using his slingshot and can often be found hunting lizards with it. Recently, he's started to hunt tsuchinokos, and often waylays travelers to ask them about the legendary b

| 2 | DAGOL<br>54                             | DROP<br>STARTLE POWDER | ENCOUNITER |
|---|---|------------------------|------------|
|   | *************************************** |                        |            |



## Y ACK (CONT.)

## CHARACTER DATA

#### 

Slingshot Element None Children's Clothes

Element None

| 1 | RES | 15 1A | NUES   |       |     |
|---|-----|-------|--------|-------|-----|
|   | P07 | PAR   | BLD    | BND   | FRZ |
|   | ×   | ×     |        |       |     |
| 1 | BLZ | CON   | CUR    | PET   | DTA |
| 1 | ×   | ×     | ×      | X     | ×   |
|   | 002 | (P)   | ATTA D | EF EV | 100 |
|   | 2   |       |        | 20 00 |     |

|     | WILLINGNI   | ESS TO ACCI | EPT OF  |
|-----|-------------|-------------|---------|
| FRZ | ATTACKENENY | CURE FRIEND |         |
| ×   | POSSIBLE    | CAN'T ENACT | POSSIBL |
| DTH | POSSIBLE    | PLAY DEAD   | POSSIBI |

| GATI | HERI | NG  | FRI | ENDS |
|------|------|-----|-----|------|
| REO  | UIRE | MEN | TS  |      |

LEVEL TUNING FRIEND TUTORIAL

DIRECTIONS Talk to him after encountering an enemy Tsuchinoko.

| Pluto's Trophy<br>Reference | [pg288] |
|-----------------------------|---------|
|                             |         |

BRAVE > BRAVE > TIMIO

| 4   | W     | (P       | ATT3 | DEF | EVA | LCX |
|-----|-------|----------|------|-----|-----|-----|
| П   | 2     | 99       | 33   | 28  | 30  | 33  |
|     | 25    | 499      | 84   | 74  | 80  | 81  |
| i   | 50    | 935      | 140  | 125 | 134 | 133 |
|     | 75    | 1370     | 196  | 177 | 188 | 186 |
|     | MAX   | 1788     | 250  | 226 | 240 | 236 |
|     | GRADE | E        | E    | E   | В   | В   |
| No. | SKT00 | A) DI II |      |     |     | 1.  |

|        | NAME          |       | ELEMENT |      |
|--------|---------------|-------|---------|------|
| Attack | Slingshot     |       | None    | Long |
| Attack | Antagonize Er |       |         | -    |
| ARC    | KNOCK BACK    | POWER | EFFECT  |      |
| 0      | 0.5           | 1     |         |      |
|        |               | _     | -       |      |







BE BALT

USE VOLTY





HUMANS (1)







| ⊚- |  |  |
|----|--|--|
|    |  |  |
|    |  |  |
|    |  |  |
|    |  |  |
|    |  |  |
| /  |  |  |

Tsuchinokos appear randomly each day in one of eight locations. The best method of searching for one is to begin at midnight and explore all available locations. Normally, only one Tsuchinoko appears in the listed locations. However, if you or a party member has a Magic Mirror equipped, more than one will appear.



| SCH  | EDULE COMPOSIO           | <u></u> | a wa |
|------|--------------------------|---------|--|
| THE  | Yack's Residence         | THE     | DOGATO ON                                |
| 0:00 | Yack's Residence         | 19:00   | Ocho Region                              |
| 7:10 | Nuevo Village            | 19:20   | Ocho Region-Adien Region                 |
| 7:20 | Adien Region (2)         | 20:35   | Adien Region (2)                         |
| 8:25 | Ocho Region-Adien Region | 21:40   | Nuevo Village                            |
| 9:40 | Ocho Region              | 22:00   | Yack's Residence                         |



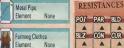


Zeranium is an old man at home in all four neighborhoods, often found near the sarbage cans fie is a uell-troun figure to the tourspeople, and can be seen every day, rain or shine, uandering the toun and investigating its garbage. The occasional hard glint in his eyes ueggests a rough history. Every word he uters at

XP DAGOL DROP ENCOUNTER
11 | 21 | HERB EXTRACT DX | ZERANIUM

# garbage. The occasional hard glint in his eye suggests a rough history word he utters is pregnant with meaning.

#### 



THOUGHT PROCESS

TANDARD > STANDARD > STANDARD

| RESISTANCES |     |     |     |     |      |  |
|-------------|-----|-----|-----|-----|------|--|
| POT         | PAR | BLD | B   | D-  | FRZ  |  |
| A           | A   | A   |     | A   | A    |  |
| BLZ"        | CON | CUF |     |     | Dui  |  |
| 000         |     |     |     | - m | non. |  |
| LV          | CP. | AUK | UEF | BW. | LUK  |  |
|             | -   |     |     | -   | -    |  |

| LV    | W/F  | aus. | PEI | SVA. | LUN |
|-------|------|------|-----|------|-----|
|       |      | -    |     | -    |     |
| 35    | 998  | 186  | 144 | 98   | 158 |
| 50    | 1772 | 238  | 199 | 135  | 199 |
| 75    | 3062 | 326  | 291 | 198  | 268 |
| MAX   | 4301 | 410  | 380 | 258  | 334 |
| GRADE | A    | A    | A   | В    | A   |

| - | GYM)       |   |   |   |   |   |
|---|------------|---|---|---|---|---|
| i | SHARP EDGE | * | ☆ | ÷ | 4 | ☆ |
| J |            |   | _ | _ | - | _ |

# WILLINGNESS TO ACCEPT ORDERS ATTACKENENY CURE FRIEND BACKUP BE

|           | CURE FRIEND |          | BE BATT     |
|-----------|-------------|----------|-------------|
| POSSIBLE  | CAN'T ENACT | POSSIBLE | POSSIBLE    |
| BACK AWAY | PLAY DEAD   | GONUTS   | USEVOLTY    |
| POSSIBLE  | POSSIBLE    | POSSIBLE | CAN'T ENACT |
| ATTACKS   |             |          |             |

| -  | ATTAC  | KS  |             |       |         |         |
|----|--------|-----|-------------|-------|---------|---------|
| 3  |        |     | ME          |       | ELEMENT | RANGE   |
| 74 | Attack | Kr  | right Blow  |       | None    | Medium  |
|    | Attack | Ro  | tating Spin |       | None    | Medium  |
| ē  | Attack | Fla | knock BACK  | t     | None    | Medium  |
|    | ARC    | _   | KNOCK BACK  | POWER | EFFECT  |         |
|    | 200    |     | 1           | 1     |         |         |
|    | 360    |     | 1           | 0.8   | -       | ~~      |
|    | 40     |     | 1.3         | 1.5   | Break   | s Parry |

## GATHERING FRIENDS

RELATIONSHIP CHART

An old friend

Thinks highly of

his abilities

REQUIREMENTS —

30 THE GUARDIANS
DIRECTIONS

Talk to Larks to hear about one of Radiata's oldest and greatest Knights.

Talk to Zeranium.

SCHEDULE PROCESSOR STANDARD ST

| Title | Cocation | Title | Cocation | Title | Cocation | Cocatio



# NON-HUMAN CHARACTERS



GREEN GOBLIN

Aesop is a green goblin comic. He used to be part of a trio with Gob and Monki, but they disbanded after a certain incident. Now he is part of the Comedy duo "Monki Magic" with Monki. Some of their routines can get a bit rough and Monki has been injured on more than one occasion.

EXP DAGOL DROP ENCOUNTER



#### CHARACTER DATA

THOUGHT PROCESS TIMID > TIMID > TIMID

ON-HUMANS

## 



| ۱ | RESISTANCES |      |     |     |     |     |  |  |
|---|-------------|------|-----|-----|-----|-----|--|--|
| ı | POI         | PAR  | BLD | B   | D ( | RZ  |  |  |
| ı |             | ×    | 31  |     | ×   | ×   |  |  |
| ı | 81.7        | CON: | CUI |     | ×   | OTH |  |  |
|   | LV-         | AP-  | ATK | DEF | EVA | nax |  |  |
|   | 8           | 159  | 29  | 30  | 51  | 46  |  |  |
|   | 27*         | 644  | 78  | 87  | 99  | 81  |  |  |
|   | 50          | 1232 | 139 | 156 | 157 | 123 |  |  |
|   | 75          | 1872 | 204 | 231 | 221 | 170 |  |  |
|   | MAX         | 2485 | 267 | 303 | 281 | 214 |  |  |
|   | CDAGE       | D    | D   | 0   | Δ   | C   |  |  |

|      | 27*   | 644     | 78   | 87  | 99           | 81  |  |  |
|------|---|---------|------|-----|--------------|-----|--|--|
|      | 50  | 1232    | 139  | 156 | 157          | 123 |  |  |
|      | 75  | 1872    | 204  | 231 | 221          | 170 |  |  |
|      | MAX   | 2485    | 267  | 303 | 281          | 214 |  |  |
|      | GRADE   | D       | D    | C   | A            | C   |  |  |
|      | Aesop is level 27 when he becomes available to recruit. |         |      |     |              |     |  |  |
| SXTO |   |         |      |     |              |     |  |  |
|      | PREVEN  | T POISI | ON * | 台   | <b>12</b> 12 | 台   |  |  |
|      |   |         |      |     |              |     |  |  |

| WILLINGNESS TO ACCEPT ORDERS |                       |  |             |  |  |  |  |
|------------------------------|-----------------------|--|-------------|--|--|--|--|
| POSSIBLE                     | CURE FRIEND           |  | IMPOSSIBLE  |  |  |  |  |
|                              | PLAY DEAD<br>POSSIBLE |  | CAN'T ENACT |  |  |  |  |

| ATTAC  | KS           |       |         |         |
|--------|--------------|-------|---------|---------|
| TYPE   | NAME         |       | ELEMENT | RANGE   |
| Attack | Ladie Attack |       | None    | Short   |
| Attack | Pouch Pitch  |       | None    | Long    |
| ARC    | KNOCK BACK   | POWER | EFFECT  |         |
| 90     | 0.5          | 1     |         |         |
| 0      | 0.5          | 0.5   | Confi   | ise 1.2 |

#### REQUIREMENTS DEVEL TURING 24 AN ECCENTRIC VISITOR

# DIRECTIONS

- Encounter Gob, Aesop, and Monki in the Dorse Region (1).
- 9 Fight and defeat the trio. Select "Let them go.

11/ME ROCATION 0:00 Dorse Region (6) 12:00 On stage with Monk TIME DOCATION

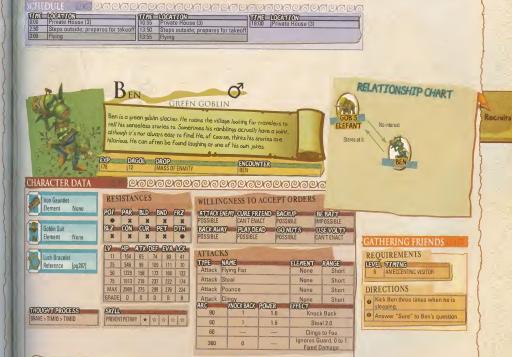


LIGHT ELF

Alan is a light elf biologist who assists Few in her research. He is now starting to conduct his own research into light elves. His dazed expression hides a serious and hard-working character. He works diligently to find the answers to the questions that constantly come to him.

DAGOL DROP ENCOUNTER





21:00 Sleeps

AND THE CONTROL OF THE PROPERTY OF THE PROPERT

THE ROCATION

15:00 Sits on the ground

THE LOCATION



ENCOUNTER



DARK FLE

At first glance, this dark elf looks like a nice, laid-back young man but it. is all an act. He is actually a nuisance who plays pranks on everyone in the village, except for the elder. He got such an awful scolding from the elder when he was a young boy that he has steered well clear ever since.

DAGOL DROP

RELATIONSHIP CHART

LORD

NOGUETRA

The butt of practical

MIKEY Brewery buddies

Doesn't get along with him

CHARACTER DATA

ඉවත්වෙන්වෙන්වෙන්වෙන්වෙන්වෙන්වෙන්



| POSSIBLE  | CAN'T ENACT | POSSIBLE | BE BATT<br>POSSIBLE |
|-----------|-------------|----------|---------------------|
| BACK AWAY | PLAY DEAD   | CONUTS   | USEVOLT             |
| POSSIBLE  | POSSIBLE    | POSSIBLE | CAN'T ENAC          |

WILLINGNESS TO ACCEPT ORDERS

RESISTANCES POT PAR BLD BND FRZ × BLZ CON CUR PET DTH × x x

| SKILL          |        |      |     |      |     |  |  |
|----------------|--------|------|-----|------|-----|--|--|
| COLOSSAL POWER |        | R *  | 습   | 公 公  | ☆   |  |  |
| W              | AP     | ATTS | DEF | EVA  | LC3 |  |  |
| 18             | 382    | 93   | 100 | 1 42 | 36  |  |  |
| 25             | 642    | 118  | 124 | 52   | 46  |  |  |
| 50             | 1572   | 209  | 212 | 90   | 82  |  |  |
| 70             | 1 2000 | 201  | 700 | 100  | 440 |  |  |

| - Tana | Attack | Con  |
|--------|--------|------|
|        | Attack | High |
|        | Other  | Cres |

TATTACKS

| WC -   | MAKE .         |   | CLEIVEN I | KANGE  | MKL | KUNTY RACK | 1200 |
|--------|----------------|---|-----------|--------|-----|------------|------|
| Attack | Combo Punch    | 0 | None      | Short  | 40  | 0.5        | -    |
|        |                | 0 | None      | Short  | 40  | 0.5        |      |
| Attack | High Spin Kick |   | None      | Medium | 200 | 1          |      |
| Other  | Crescent Kick  |   | None      | Short  | 50  | 0.5        | -    |
|        |                |   |           |        |     |            |      |

REOUIREMENTS LEVEL TUNING 13 FRIEND TUTORIAL

MAX 3395 389 384

#### DIRECTIONS

- Talk to Chatt; he indicates that Clarence is looking for you.
- @ Talk to Clarence.
- Talk to Chatt.
- Talk to Chatt on a subsequent day between 18:00 and 5:00 in the Brewery.
- Say "Okay" when asked to try the
- day; he says to talk to Chatt.
- Enter the Storeroom via the Elder's Room and defeat the enemy.

MENDEN

Knock Back

Recruits

EFFECT

WER

1.4

| TIME  | LOCATION                        |
|-------|---------------------------------|
| 0:00  | Brewery                         |
| 5:15  | Forest Metropolis 1st Floor (3) |
| 5:45  | Forest Metropolis 1st Floor (2) |
| 11:15 | Forest Metropolis 1st Floor (3) |
| 11:40 | Brewery                         |



# LARENCE

DARK FLF

Clarence is a dark elf spy. Although "spy" makes him seem sinister, all he really does is collect information and act as an intermediary with other races. Because he is away a lot, he does not interact much with the people of his village. Although he wouldn't admit it himself, it sometimes seems that his hard work is a form of escape from something ... troubling

DAGOL DROP ENCOUNTER



CHARACTER DATA



Leaf Clothes Element

THOUGHT PROCESS BRAVE > PASSIVE > PASSIVE

SKTLL



#### WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY CURE FRIEND BACKUP BE BALT POSSIBLE BACK AWAY PLAY DEAD USEVOLTY GONUTS

RESISTANCES POY PAR BLD BND FRZ x x x CON CUR PET x x x ×

| • | LV    | 'HP' | ATK: | DEF T | EVA"     | ĽCK      |
|---|-------|------|------|-------|----------|----------|
|   | ***   | -    | -    | -     | PODWS KV | - INVIAL |
|   | 33    | 862  | 202  | 197   | 155      | 188      |
|   | 50    | 1625 | 253  | 242   | 196      | 215      |
|   | 75    | 2748 | 328  | 308   | 258      | 256      |
|   | MAX   | 3826 | 400  | 372   | 318      | 295      |
|   | GRADE | A    | A    | A     | Δ        | Δ        |

PREVENT PARALYZE \* \* | ATTACKS

| TYPE   | NAME           |   | ELEMENT | RANGE  | ARC | KNOCK BACK | POWER | EFFECT       |
|--|----------------|---|---------|--------|-----|------------|-------|--------------|
| Attack   | Combo Punch    | 0 | None    | Short  | 40  | 0.5        | 0.9   | 1000         |
| and the same of th |                | 0 | None    | Short  | 40  | 0.5        | 1.1   |              |
| Attack   | High Spin Kick |   | None    | Medium | 200 | 1.2        | 1.3   | Knock Back   |
| Other  | Crescent Kick  |   | None    | Short  | 50  | 0.5        | 1,4   | Breaks Parry |

REQUIREMENTS LEVEL TUNING

GAWAIN'S VISIT TO FORT HELENCIA

#### DIRECTIONS

Talk to him after recruiting all of the dark elves.

#### DARK ELVES

| NAME   | PAGE    | NAME  | PAGE    | NAME<br>Franz | PAGE    | NAME  | PAGE    | MAME    | PAGE V |
|--------|---------|-------|---------|---------------|---------|-------|---------|---------|--------|
| Coco   | [pg90]  | Serva | [pg114] | Franz         | [pg95]  | Mikey | [pq108] | Romaria | pq1121 |
| Santos | [bg113] | Unatt | [[pg89] | Marsha        | [pg106] | Rika  | [pg112] |         | 110    |
| Zida   | [pg116] | Hyann | [pg102] | Martinez      | [pg106] | Lufa  | [pg104] |         |        |

## LARENCE (CONT.)

#### CHEDULE (BEFORE FORT HELENCIA) TIME COCATION Nowem Region (3); in the river THE DOGATION TIME LOCATION Forest Metropolis 1st Floor (2) Forest Metropolis 2nd Floor (1) Forest Metropolis 1st Floor (2) Forest Metropolis 1st Floor (1) 17:00 17:30 Nowem Region (5) Room (2) 18:15 Nowem Region (3)

|   | CARMS- | 000000000000000000000000000000000000000 | CLINES- | 000000000000000000000000000000000000000 | CARMA | N337=33370              | CASM2           | 0/2/2017272000                    |
|---|--------|---|---------|---|-------|-------------------------|-----------------|-----------------------------------|
|   | DI WE  | LUCKIION                                | I I ME  | LUCKITUN                                | HI ME | LUCA / / UN             | BUILDING STREET | LUCATION                          |
| , | 0:00   |   |         |   |       |                         |                 | LOCATION<br>Fort Helencia Passage |
| 1 |        | Fort Helencia Passage                   | 7:40    | Fort Helencia Entrance                  | 1B:35 | Fort Helencia Courtyard | 19:05           | Fort Helencia Shelter             |
|   | 7:20   | Fort Helencia Anteroom                  | 7:50    | Fort Helencia Entrance (Outside)        | 1B:50 | Fort Helencia Anteroom  | -               |                                   |
|   |        |   |         |   |       |                         |                 |                                   |









1401 182 169 75 2324 247 231

MAX 3211 308 291

FIRE OEFENSE \* ☆ ☆ ☆ ☆

SKILL

|       | V I H | 8. B |
|-------|-------|------|
|       | ×     | P    |
| M     | LCK   | 100  |
| anton | -     | 1    |
| 99    | 74    | 1    |
| 171   | 81    | -    |
| 246   | 90    | 1    |
| 318   | 98    | ľ    |
| ۸     | E :   | -    |

| OSSIBLE | POSSIBLE |          | POSSIBLE    |   |        | CAN'T ENACT |       |   |
|---------|----------|----------|-------------|---|--------|-------------|-------|---|
| ATTAC   |          |          |             |   |        |             |       |   |
| TYPE    | NAM      |          | The same of |   | ELEMEN | TR          | RANGE | ä |
| Attack  | Fireb    | all      |             |   | Fire   |             | Long  |   |
| Attack  | Light    | ning     |             |   | Win    | d           | Long  |   |
| ARC     | KN       | OCK BACK | POWER       | - | EFFECT |             |       |   |
| 0       |          | 0.5      | 1.3         |   |        | Blaze       | 1.0   |   |

1.6

COMPTS

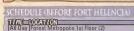
WILLINGNESS TO ACCEPT ORDERS

ATTACK ENEMY CURE FRIEND BACKUP

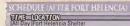


REQUIREMENTS LEVEL TUMING 21 GAWAIN'S VISIT TO FORT HELENCIA

DIRECTIONS Talk to him when you have nobody else in your party.







BE BATT



THOUGHT PROCESS

PASSIVE > BRAVE > BRAVE



Danny is a psychic black goblin. He picks up radio signals via the toadstool on his head. The toadstool is actually a type of parasitic fungus known as Readyradi. No one knows where the radio waves are coming from

EXP DAGOL DROP
150 16 TOAOSTOOL POWDER ENCOUNTER



## CHARACTER DATA

| Toadstool Axe<br>Element  | Earth |
|---------------------------|-------|
| Toadstool Suit<br>Element | None  |

| KL51017L10L0 |     |     |     |     |  |  |  |
|--------------|-----|-----|-----|-----|--|--|--|
| POT          | PAR | BLD | BND | FRZ |  |  |  |
| •            | A   | A   | A   |     |  |  |  |
| BLZ          | CON | CUR | PET | DTH |  |  |  |
| A            | •   | A   | A   | A   |  |  |  |

| WILLINGIN    | 200 10 11001 |          |             |
|--------------|--------------|----------|-------------|
| ATTACK ENEMY | CURE FRIEND  | BACKUP   | BE BATT     |
| POSSIBLE     | CAN'T ENACT  | POSSIBLE | POSSIBLE    |
| BACK AWAY    | PLAY DEAD    | CONUTS   | USEVOLTY    |
| POSSIBLE     | POSSIBLE     | POSSIBLE | CAN'T ENACT |
|              |              |          |             |

WILLINGNESS TO ACCEPT ORDERS

| 10    | 174  | 66  | 69  | 34  | 95  |
|-------|------|-----|-----|-----|-----|
| 25    | 727  | 107 | 117 | 58  | 121 |
| 50    | 1649 | 177 | 197 | 99  | 166 |
| 75    | 2570 | 247 | 277 | 139 | 211 |
| MAX   | 3455 | 315 | 353 | 178 | 255 |
| GRADE | В    | C   | В   | D   | В   |

MY AP ATK DEF EVA DOR

| THOUGHT     | PROCESS     |     |
|-------------|-------------|-----|
| BRAVE > BR  | AVE > BRAVE |     |
| Language or | *****       | -10 |
| G7770       |             |     |

PREVENT BLIND \*

| WITT   |                 |     |         |       |     |            |       |  |
|--------|-----------------|-----|---------|-------|-----|------------|-------|--|
| TYPE   | NAME            |     | ELEMENT | RANGE | ARC | KNOCK BACK | POWER | EFFECT)  |
| Attack | Downward Thrust |     | Earth   | Short | 40  | 0.5        | 1     | Poison 1.0   |
| Attack | Rotating Spin   | 0~0 | Earth   | Short | 120 | 1          | 0.7   | Poison 1.0   |
| Other  | Annoying Laugh  |     | _       |       | -   | _          |       | _  |
|        |                 |     |         |       |     |            |       | THE PERSON NAMED IN COLUMN TWO IS NOT THE PERSON NAMED IN COLUMN TWO IS NAMED IN COLUMN TW |



# ANNY (CONT.)

REQUIREMENTS

LEVEL TUMING DUELING GAWAIN DIRECTIONS

Talk to Danny when he is gloomy or noisy; fight him and defeat him.

On a different day, talk to Danny when he is normal

All Day Goblin Haven (3



RELATIONSHIP CHART Treats hin Doesn't take him

#### CHARACTER DATA

Cracked Spear Element None

Feather Earring

Reference

POT PAR BLD BND FRZ Goblin Suit CON CUR PET DTH Element × None

LV HP ATK DEF EVA LCK 
 156
 55
 63
 78
 44

 568
 94
 103
 113
 72

 1255
 159
 171
 172
 119
 50 75 1942 225 239 231 167 MAX 2602 288 304 287 213 D

RESISTANCES

THOUGHT PROCESS TIMID > TIMIO > TIMID

SKTILL BAD CARRIER \* \* \* \* \*

## WILLINGNESS TO ACCEPT ORDERS

ATTACKENEMY CURE FRIEND BACKUP BACK AWAY

PLAY DEAD GONUTS USE VOLTY CAN'T ENACT ATTACKS

BE BATT

TYPE NAME ELEMENT RANGE Attack Spear Attack Other Yawı KNOCK BACK POWER EFFECT 40

REQUIREMENTS DEVEL TIMING AN ECCENTRIC VISITOR

#### DIRECTIONS

 Kick Den five times in one day. Duel and defeat him.

All Day Shangri La (4)



## OMINIC BLACK GOBLIN

Dominic is a trainee wolfrider who works under Ricky. He is adept at communicating with the wolves, but his chronic motion sickness problem means that it will be a while before he becomes a full-fledged wolfrider

EXP DAGOL DROP ENCOUNTER



#### CHARACTER DATA

Toadstool Axe Element Earth Toadstool Suit

RESISTANCES POT PAR BLD BND FRZ BLZ CON CUR PET DITH • A A

WILLINGNESS TO ACCEPT ORDERS ATTACKENENY CURE FRIEND BACKUP BEBATT CAN'T ENACT BACK AWAY PLAY DEAD GONUTS USEVOLTY

| LV    | HP   | ATK | DEF - | EVA | LCK- |
|-------|------|-----|-------|-----|------|
| 21    | 334  | 101 | 110   | 55  | 87   |
| 25    | 491  | 112 | 122   | 64  | 96   |
| 50    | 1474 | 185 | 202   | 120 | 158  |
| 75    | 2457 | 258 | 281   | 176 | 219  |
| MAX   | 3401 | 328 | 358   | 231 | 277  |
| GRADE | B    | C   | R     | D   | A    |

Element THOUGHT PROCESS BRAVE > BRAVE > BRAVE

#### ATTACKS TYPE NAME

ELEMENT KNOCK BACK POWER RANGE Attack Downward Thrust 40 Poison 1.0 Attack Rotating Spin 0~0 Earth 120 Poison 1.0 Other Annoying Laugh

REQUIREMENTS

LEVEL TUMING 16 GAWAIN'S VISIT TO FORT HELENCIA

#### DIRECTIONS

O Talk to him with Ricky in your party.

All Day Sediche Region (3

MOON STONE CHIP

#### CHARACTER DATA

|              | i's Guitar | Vegabond's | / |
|--------------|------------|------------|---|
| Element None | None       | Element    | 1 |

Element Skill Upper Reference [pg287]

| POT PAR BLD BND FRZ   |   |
|-----------------------|---|
| LOT LUE DED DED LUE   |   |
| • x x x x             |   |
| BLZ CON CUR PET DTH   |   |
| x x x x •             | _ |
| DV AP ATK DEF EVA LCK | ١ |

| WILLINGNI | ESS TO ACCI  | EPT ORDERS  |
|-----------|--------------|-------------|
|           | CURE FRIEND  |             |
| POSSIBLE  | ICAN'T ENACT | IPOSSIBLE # |

PLAYDEAD POSSIBLE

ENCOUNTER

| POSSIBLE | CAN'T FNACT |
|----------|-------------|
| LOSSIBLE | CAN TENAL!  |

BE BATT

|    |      |     |     | EVA |     |   |
|----|------|-----|-----|-----|-----|---|
| 18 | 275  |     | 91  | 78  | 65  | A |
| 25 | 473  | 100 | 109 | 90  | 77  | 1 |
| 50 | 1180 | 171 | 177 | 136 | 124 | 1 |
| 75 | 1887 | 243 | 244 | 181 | 170 | 1 |

| 0 | 77  | W  |
|---|-----|----|
| 6 | 124 | AR |
| 1 | 170 | M  |
| 4 | 215 | L  |
|   | C   |    |

| TTAC.  | KS |             |       |         |        |
|--------|----|-------------|-------|---------|--------|
| /PE    | NA | ME          |       | ELEMENT | RANGE  |
| Attack |    | itar Attack |       | None    | Medium |
| ₹C     |    | KNOCK BACK  | POWER | EFFECT  |        |
| 40     |    | 1           | 1     |         | _      |
|        |    |             |       |         |        |

REQUIREMENTS

DEVEL THATNG AN ECCENTRIC VISITOR

DIRECTIONS

 Purchase all of the records that Donkey sells.

#### THOUGHT PROCESS BRAVE > BRAVE > TIMIO

ABSORB HP

SKTIL

|      | DOGATION                        | MI    | DOGATION.                           |
|------|---------------------------------|-------|-------------------------------------|
| 0:00 | Dorse Region (6)                | 16:00 | Heads for the stage                 |
| 5:00 | Waits behind the stage          | 16:30 | Waits for his turn behind the stage |
| B:00 | Walks to where he sells records | 19:00 | On stage                            |
| B:30 | Opens the store                 |       |                                     |



## OPPIO BLACK GOBLIN

A black goblin toadstool picker. Though he complains about his job, he's an assiduous worker who always gets the job done. He works alone, however, and rumor has it that he keeps some toadstools for himself. The type of goblin who's always looking for a way to turn a fast dagol.

EXP DAGOL DROP

TOADSTOOL POWOER ENCOUNTER

# RELATIONSHIP CHART

Had troublesome tasks assigned to

gathering

## CHARACTER DATA



#### Toadstool Lance Element

| KES      | 13 1A | (CES    |      |      |
|----------|-------|---------|------|------|
| 109      | PAR   | BLD     | BND  | FRZ  |
| •        | A     | A       | A    | A    |
| al Z     | CON   | CUR     | PET  | DTH  |
| <b>A</b> | •     | A       | A    | A    |
| W-       | CP-   | ATK DE  | F GV | 1003 |
|          | 1     | anning. | -    |      |

| WILLINGNE   | ESS TO ACCE | EPT ORDERS |    |
|-------------|-------------|------------|----|
| ATTACKENEMY |             |            | N. |
|             |             | POSSIBLE   | 0  |

|   | ATTACK ENEMY | CURE FRIEND | BACKUP   | BE BATT    |
|---|--------------|-------------|----------|------------|
| i |              |             | POSSIBLE | IMPOSSIBLE |
| į |              |             |          | USEVOLTY   |
|   | POSSIBLE     | POSSIBLE    | POSSIBLE | CANTENACT  |

Poison 1.0

Medium

| YA.      | CC3 | ATTAC | KS            |   | -       |        |
|----------|-----|-------|---------------|---|---------|--------|
| 42<br>58 | 98  | TYPE  | NAME          | - | ELEMENT | RANGE  |
| 100      | 176 | -     | Pike Thrust   |   | Earth   | Mediu  |
| 142      | 233 | -     | Sweep Thrust  |   | Earth   | Mediu  |
| 183      | 287 | Other | Annoying Laug |   | 333397  | 1      |
| D        | A   | 40    | 0.5           | 1 |         | on 1.0 |

| GATHERING FRIE | ND8 |
|----------------|-----|
| REQUIREMENTS   | -   |

DEVEL TURING BEFORE THE STORM

SUB MISSION NEGOTIATING WITH THE ORCS

DIRECTIONS

Talk to Doppio when carrying the King's Toadstool; fight him and win

THOUGHT PROCESS BRAVE > BRAVE > TIMID

SKTLL PREVENT BLINO ★ ☆ ☆

823 107 92 50 2041 175 170

3259 244 248

25

75 MAX 4428 310 323 GRADE A

## 

| DIME: | LOCATITON          | TIME  | DOGATION                   | - |
|-------|--------------------|-------|----------------------------|---|
| 0:00  | Goblin Haven (1)   | 19:30 | Goblin Haven (1)           |   |
| 4:15  | Sediche Region (6) | 20:00 | Smokes                     |   |
| 5:00  | Gathers toadstools | 23:00 | Stretches out on the floor |   |



A confidant to the black goblin leader. He used to act as a bodyguard to the goblin leader, but toadstool larvae poisoning has addled his thinking. He used to be one of the more serious goblins, though now there is no hint of his

ENCOUNTER



#### CHARACTER DATA

| Toadstool E<br>Element | llade<br>Earth |
|------------------------|----------------|
| Toadstool S            | uit            |

Element

RESISTANCES POT PAR BLD BND FRZ CON CUR PET DTH 0 AA HP ATK DEF EVA LCK

| 1      | WILLINGNESS TO ACCEL TO REPERS |             |        |             |  |
|--------|--------------------------------|-------------|--------|-------------|--|
| Nicola | ATTACK ENEMY                   | CURE FRIEND | BACKUP | BE BATT     |  |
|        | POSSIBLE                       |             |        | POSSIBLE    |  |
|        | BACK AWAY                      | PLAY DEAD   | GONUTS | USEVOLT     |  |
|        | PDSSIBLE                       |             |        | CAN'T ENACT |  |

|                       | 50     | 1668  | 175 | 184 | 103 | 14   |
|-----------------------|--------|-------|-----|-----|-----|------|
|                       | 75     | 2585  | 244 | 260 | 147 | 20   |
|                       | MAX    | 3465  | 309 | 334 | 189 | 24   |
|                       | GRADE  | В     | C   | В   | 0   | В    |
| THOUGHT PROCESS       | SITTO  |       |     |     |     |      |
| TIMIO > TIMID > TIMID | PREVEN | TBINE | *   | 10  | 합 ☆ | 3 12 |

ATTACKS TYPE NAME ELEMENT RANGE Medium Attack Jump Slash KNOCK BACK POWER Medium ARC 90 Poison 1.D Poison 1.D

## REQUIREMENTS

LEVEL TRAING 4 BEFORE THE STORM

SUB MISSION NEGOTIATING WITH THE ORCS

#### DIRECTIONS

Talk to Drew when you are carrying the King's Toadstool, and give it to him.

Don't forget to recruit Doppio before giving the King's Toadstool to Drew

Recruits

## PREVENT BIND | \* | 4 18:00 Stretches out

0.00 Goblin Haven (3) 5:00 Wakes up



Dyvad is an apprentice to the best blacksmith in town, Brockle. He helps his master while honing his skills. Thought to be the natural successor to Brockle, though Dyvad himself resists the idea, as he believes he still lacks the stills Serious and well mannered, he has great powers of concentration and can deduce a lot from a single item.

DAGOL DROP HERB EXTRAC ENCOUNTER



## CHARACTER DATA Ore Hammer

Cloth Apron

RESISTANCES POT PAR BLD BND FRZ CON CUR PET DIM × ×

| WILLINGN                | ESS TO ACC            | CEPT ORDE | RS          |
|-------------------------|-----------------------|-----------|-------------|
| ATTACK ENEM<br>POSSIBLE | CAN'T ENACT           | POSSIBLE  | POSSIBLE    |
| POSSIBLE                | PLAY DEAD<br>POSSIBLE | POSSIBLE  | CAN'T ENACT |
| ATTACKS                 | - Commence            |           |             |

REQUIREMENTS

| / | Same and the same and |         |
|---|-----------------------|---------|
|   | Luck Bracelet         |         |
|   | Reference             | [pg287] |
| 1 |                       |         |

None Element

AP ATK DEF EVA LCK 668 88 97 46 40 25 1065 120 125 58 52 50 2307 222 216 97 93 75 3549 323 307 136 134 MAX 4741 428 393 173 172 GRAOE A A A D

| ALIAGI | 70            |              |            |       |
|--------|---------------|--------------|------------|-------|
| TYPE   | NAME          |              | ELEMENT    | RANGE |
| Attack | Hammer        | Hammer Swing |            | Short |
| Attack | Earth's Pulse |              | Earth      | Short |
| Other  | Stroke Beard  |              |            |       |
| ARC    | KNOCK BACK    | POWER        | EFFECT     |       |
| 4D     | D.5           | 1.1          | -          |       |
| D      | 1             | 1            | Knock Back |       |
|        |               | 200          |            | _     |

LEVEL TRAING 12 A RUN-IN WITH ELWEN OR MAGNIFICENT ORE DIRECTIONS

Talk to him

| THOUGHT PROCESS         | i |
|-------------------------|---|
| BRAVE > BRAVE > PASSIVE |   |

|       | BULL BEFORE VIOLATION) | <u> </u> |
|-------|------------------------|----------|
| WAS   | LOGATION               | 1        |
| [0:00 | Blacksmith Dyvad       |          |
| 7:15  | Earth Valley           |          |
| 12:00 | Blacksmith Brockle     |          |
| 15:15 | Earth Valley           | 1        |
| 35.40 | DII II D I             |          |

SKILL STRENGTH PLUS | \*

> MEHEDULE (AFTER FORT HELENCIA All Day Fort Helencia Courtyard

Fan is a light elf who can charm non-elves into doing her bidding. She looks down on other races and often uses her cutesy tricks for no other purpose than her own amusement. She is always perky and cute around others, but it is all an act. She is actually quite rough and ill-mannered.

DAGOL DROP 238 HEATING TABLET ENCOUNTER



#### CHARACTER DATA

THOUGHT PROCESS

PASSIVE > PASSIVE > PASSIVE

#### 

| Grass Clothes<br>Element | Wind    | R  |
|--------------------------|---------|----|
| Skill Upper<br>Reference | [pg287] | B) |
|                          |         | CV |

| RES. | ISTA | NCE  | 9    |       |      |
|------|------|------|------|-------|------|
| POY  | PAR  | BLD  | В    | ND    | FRZ  |
| 0    | ×    | SVC  |      | ×     | 0    |
| O.   | CUN  | CUR  |      | 3/=   | DTH  |
| 002  | AP.  | OCT2 | 0.43 | (E)27 | -Dan |
| -    | OF.  | AUA  | DEL  | 34    | LCV  |
|      |      |      |      |       |      |

| _     | AP.  | _   |     | EVA |     |
|-------|------|-----|-----|-----|-----|
| 30    | 602  | 150 | 145 | 118 | 48  |
| 50    | 1317 | 206 | 193 | 171 | 91  |
| 75    | 2210 | 277 | 253 | 239 | 145 |
| MAX   | 3069 | 345 | 310 | 304 | 197 |
| GRAGE | В    | В   | C   | A   | C   |

|   | GRACE   | В    | В | C | - | A | C | J |
|---|---------|------|---|---|---|---|---|---|
|   | SKTLL   |      | - |   |   | - |   |   |
| 1 | EVASION | PLUS | * | * |   | ☆ | 핚 |   |

| WILLINGNI               | ESS TO ACCI | EPT ORDER              | S                        |
|-------------------------|-------------|------------------------|--------------------------|
| ATTACKENEMY<br>POSSIBLE | CURE FRIEND | BACKUP<br>POSSIBLE     | BE BAZT<br>IMPOSSIBLE    |
| BACK AWAY               | PLAY DEAD   | <b>GONUTS</b> POSSIBLE | USE VOLTY<br>CAN'T ENACT |

| ATTAC | KS                   |                     |       | -             |                                       |
|-------|----------------------|---------------------|-------|---------------|---------------------------------------|
|       |                      | ME<br>rest Blessind |       | ELEMENT       | RANGE                                 |
|       | <del></del>          | af Barrier          |       | Wind          | Short                                 |
|       |                      | tht Blow            |       | None          | Long                                  |
| ARC   | ARC KNOCK BACK POWER |                     | POWER | Afflictions a | rget of All<br>and Restores<br>Max HP |
| 360   |                      | 1.5                 | 0.9   | -             |                                       |
| 0 0.5 |                      | 1.4                 | Paral | yze 1.5       |                                       |

REQUIREMENTS LEVEL TUNING

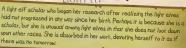
25 GAWAIN'S VISIT TO FORT HELENCIA

#### DIRECTIONS

- Talk to her when she is standing at the entrance to the City of Flowers.
- Accept her offer to race.
- Region (1) in approximately 50 to 55 minutes

#### CHEDULE CONTROL PROPERTY OF THE PROPERTY OF TH 0:00 City of Flowers 2:30 Private House (2) TIME LOCATION Private House () City of Flowers



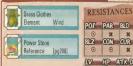






#### CHARACTER DATA

#### 



| POI      | PAR | BLD  | B/  | D ( | RZ       |
|----------|-----|------|-----|-----|----------|
| 0<br>817 | CON | COT  |     | ×   | ⊙<br>DTH |
| 0        | 0   | 3    |     | ×   | •        |
| 00       | AP  | ATTS | DEF | 320 | DC3      |
| 20       | 395 | 100  | 99  | 78  | 45       |
| 25       | 567 | 115  | 111 | 87  | 53       |

| 10           | HP-  | ATK | DEF | EVA | LC3 |
|--------------|------|-----|-----|-----|-----|
| 20           | 395  | 100 | 99  | 78  | 45  |
| 25           | 567  | 115 | 111 | 87  | 53  |
| 50           | 1427 | 193 | 173 | 135 | 94  |
| 75           | 2287 | 270 | 234 | 183 | 135 |
| MAX          | 3113 | 345 | 294 | 230 | 174 |
| <b>GRAOE</b> | В    | В   | D   | В   | 0   |

|   | 25      | 567  | Ľ | 115 | 111 | Ц  | 87  | 53  | 1 |
|---|---------|------|---|-----|-----|----|-----|-----|---|
|   | 50      | 1427 |   | 193 | 173 | 3] | 135 | 94  | 1 |
|   | 75      | 2287 | E | 270 | 234 |    | 183 | 135 | - |
|   | MAX     | 3113 | E | 345 | 294 |    | 230 | 174 | - |
|   | GRACE   | В    |   | В   | D   | 1  | В   | 0   | 1 |
| - | SKTO    |      |   |     |     |    |     |     |   |
|   | LUCK PI | .US  |   | *   | 4   | Z) | 公   | ·   |   |

| WILLINGNE             | VILLINGNESS TO ACCEPT ORDERS |                           |             |  |  |  |  |  |
|-----------------------|------------------------------|---------------------------|-------------|--|--|--|--|--|
|                       | CURE FRIEND                  | POSSIBLE                  | BE BA/T     |  |  |  |  |  |
| BACK AWAY<br>POSSIBLE | PLAY DEAD                    | <b>GONUUS</b><br>POSSIBLE | CAN'T ENACT |  |  |  |  |  |

| ATTAC   | KS            |              |         |        |
|---------|---------------|--------------|---------|--------|
| TYPE    | NAME          |              | ELEMENT | RANGE  |
| Attack  | Sword of Ice  | Sword of Ice |         | Long   |
| Attack  | Projection Ba | sh           | Wind    | Long   |
| ARC     | KNOCK BACK    | POWER        | EFFECT  |        |
| 90 1 1. |               | 1.4          | Free    | ze 1.0 |
| 0       | 0.5           | 1            |         |        |

## REQUIREMENTS

LEVEL TIMING GAWAIN'S VISIT TO FORT HELENCIA

#### DIRECTIONS

Goblin, and Black Goblin in your party.

THOUGHT PROCESS

BRAVE > BRAVE > TIMID

SCHEDULE DAGOGOG

| STATE | DOGGTON           |
|-------|-------------------|
| 0:00  | Private House (3) |
| 5:00  | Flying            |
| 11:00 | Private House (3) |





# **VOID COMMUNIT**

Franz is a self-proclaimed dark elf martial artist. He once saw a monk with a similar build to his own defeat an opponent many times his size. He has been a devoted practitioner ever since. Although enthusiastic, he tries to do everything his own way and ends up expending great energy for no useful

purpose. No one tells him so because it only makes him mad DAGOL DROP ENCOUNTER



#### CHARACTER DATA

SA DE LA CALLA DEL CALLA DE LA CALLA DE LA CALLA DE LA CALLA DEL CALLA DE LA C

| Leaf Clothes<br>Element | None |
|-------------------------|------|
| Warrior Ban             | gle  |

| RESISTANCES |     |     |     |     |
|-------------|-----|-----|-----|-----|
| P07         | PAR | BLD | BND | FRZ |
| ×           | ×   | ×   | ×   | ×   |
| BLZ         | CON | CUR | PEU | DTH |
| ×           | ×   | ×   | ×   | ×   |

| WILLINGNESS TO               | ACCEPT | ORDER |
|------------------------------|--------|-------|
| ACTUAL CONTRACTOR CONTRACTOR |        | ma on |

| II LEJEJAL I OT I - |             |          |                   |
|---------------------|-------------|----------|-------------------|
| ATTACK ENEMY        | CURE FRIEND | BACKUP   | BE BATT           |
|                     |             | POSSIBLE | POSSIBLE          |
| BACK AWAY           | PLAYDEAD    | CONVITS  | USEVOLTY          |
| POSSIBLE            |             |          | CAN'T ENACT       |
|                     |             | 0001022  | 0.11.1   111.10.1 |

|       | -    | _   |     |     |     |   |
|-------|------|-----|-----|-----|-----|---|
| 002   | ap-  | ATK | DEF | EVA | DC3 | ı |
| 12    | 290  | 75  | 79  | 32  | 41  |   |
| 25    | 781  | 109 | 112 | 81  | 59  |   |
| 50    | 1727 | 175 | 176 | 175 | 96  |   |
| 75    | 2673 | 241 | 240 | 269 | 132 |   |
| MAX   | 3582 | 305 | 301 | 359 | 167 |   |
| GRADE | A    | C   | C   | A   | D   |   |

Recruits

#### Reference [pg287] THOUGHT PROCESS 8RAVE > PASSIVE > PASSIVE

| 6370         | · |   |   | - |   |
|--------------|---|---|---|---|---|
| FIRE DEFENSE | * | 拉 | ☆ |   | 食 |

|   | AI IAC |                |   |         |        |     |            |       |            |
|---|--------|----------------|---|---------|--------|-----|------------|-------|------------|
|   | TYPE   | NAME           |   | ELEMENT | RANGE  | ARC | KNOCK BACK | POWER | EFFECT     |
|   | Attack | Combo Punch    | 0 | None    | Short  | 40  | 0.5        | 0.B   | _          |
| ı |        |                | 0 | None    | Short  | 40  | 0.5        | 1     |            |
| i | Attack | High Spin Kick |   | None    | Medium | 200 | 1.0        | 1.2   | Knock Back |
|   | 0.1    | C K' . I       |   | 4.      |        | -   |            | -     |            |

REQUIREMENTS MEYES TRAINE

REUNITING WITH PARSEC

DIRECTIONS

Talk to him.

TUNE LOCATION TUME LOCATION 18:15 Forest Metropolis 1st Floor (1) 19:00 Forest Metropolis 1st Floor (2) 5:10 Forest Metropolis 1st Floor (3) Forest Metropolis 1st Floor (1) Nowem Region (5)

All Day Fort Helencia Courtyard





Gabe is a green goblin who sells accessories and grows toadstools. He sells things he finds on the ground for money to buy tobacco and soil for his toadstools. His dedication to work means he has no time to start any mischief. Gabe is one of the more serious goblins.

EXP DAGOL DROP

RELATIONSHIP CHART

#### CHARACTER DATA





RESISTANCES POT PAR BLD BND FRZ Z CON CUR PET DTH x x x

| 002   | ap-  | AT3 | DEF | EVA | LCK |
|-------|------|-----|-----|-----|-----|
| 17    | 238  | 79  | 75  | 101 | 63  |
| 25    | 467  | 95  | 96  | 119 | 77  |
| 50    | 1195 | 146 | 164 | 175 | 124 |
| 75    | 1900 | 197 | 232 | 231 | 171 |
| MAX   | 2588 | 245 | 298 | 285 | 216 |
| GRADE | n    | F   | n   | Δ   | C   |

THOUGHT PROCESS TIMID > TIMID > TIMID

STATE. 100T RODY \* \* \* \* \*

## WILLINGNESS TO ACCEPT ORDERS

ENCOUNTER

ATTACK ENEMY CURE FRIEND BACKUP BE BATT BACK AWAY PLAYDEAD USEVOLU CONUTS

ATTACKS

| TYPE   | NAME       |           | ELEMENT | RANGE |
|--------|------------|-----------|---------|-------|
| Attack | Piercing T | hrust     | None    | Short |
| Attack |            | ives      | None    | Short |
| ARC    | KNOCK B    | ACK POWER | EFFECT  |       |
| 40     | 0.5        | 1         |         | _     |
| 90     | 0.5        | 1.2       |         |       |

REQUIREMENTS

LEVEL TUMING AN ECCENTRIC VISITOR

#### DIRECTIONS

- Talk to Gabe when he is smoking between 4:00 and 7:50, or 12:00 and
- 16:00, or 20:00 and 23:59. of Panic Powder.
- Talk to him again when you have 50 o packets of Panic Powder and agree to give them to him



GALVADOS BLOOD ORC

Leader of the blood orcs. Blood orcs live according to their animal instincts and do not communicate with other races. As a leader, Galvados is the biggest and baddest of his tribe, and can even subdue the green orcs Blood orcs live by one rule and one rule only: the strongest shall be obeyed

XP DAGOL DROP

2236 HERB EXTRACT MAX, LIFE BERRY ENCOUNTER



| Bloody Hamm<br>Element | er<br>None |
|------------------------|------------|
| Shabby Mail<br>Element | Fire       |

| 1   |     |     |     | _          |
|-----|-----|-----|-----|------------|
| POT | PAR | BLD | BND | FR7        |
|     |     |     |     |            |
| RLZ | MN- | COR | PFT | THE PERSON |
| 0   | -   | 0   | 0   | 0          |

| WILLINGNESS TO   | ACCEPT ORDERS |
|--|---------------|
| A STATE OF THE PARTY OF THE PAR | WEID DOORNO   |

| L | ATTACK ENEMY | CURE FRIEND | BACKUP   | BE BATT  |
|---|--------------|-------------|----------|----------|
|   |              |             |          | POSSIBLE |
|   |              |             | CONUTS   | USEVOLTY |
|   | POSSIBLE     | POSSIBLE    | POSSIBLE | POSSIBLE |

| _ | 200   | AP . | ATU | DEF | EVA | LCK | d |
|---|-------|------|-----|-----|-----|-----|---|
|   | -     | -    | _   | -   | -   | -   | I |
|   | 49    | 3900 | 265 | 189 | 148 | 272 | ı |
|   | 50    | 3980 | 268 | 191 | 150 | 273 | ı |
|   | 75    | 5989 | 366 | 257 | 203 | 310 | ı |
|   | MAX   | 7918 | 460 | 319 | 253 | 346 |   |
|   | GRADE | S    | S   | C   | В   | A   | ı |

#### THOUGHT PROCESS STANDARD > STANDARD > AGGRESSIVE

| COCCO C    |   |                    |            |         |              |
|------------|---|--------------------|------------|---------|--------------|
| SZZZ       | - | THE REAL PROPERTY. | and or the | Section | and the last |
| FILL POWER | 7 | -                  | -          | -       | -            |

| 31 | 1/ | 10 | 17 | 9 |   |
|----|----|----|----|---|---|
| TY | PF | -  | 'n | n | ſ |

RESISTANCES

| TYPE NAME             |     | ELEMENT | RANGE  | ARC | KNOCK BACK | POWER | EFFECT.     |
|-----------------------|-----|---------|--------|-----|------------|-------|-------------|
| Attack Megaton Crush  |     | None    | Medium | 40  | 1          | 1     | Break Guard |
| Attack Powerful Swing |     | None    | Medium | 200 | 1.3        | 1     | Break Guard |
| Volty Crazy Slugger   | 0-0 | None    |        |     | 1.3        | 0.25  |             |

REQUIREMENTS

LEVEL STOUING BEFORE THE STORM SUB MISSION EGOTIATING WITH THE ORCS

#### DIRECTIONS

Talk to Galvados; accept his challenge and win.

| SCHE  | DULL PROPRIES     |
|-------|-------------------|
| MI    | DOCATION          |
| 0:00  | Borgandiazo (6)   |
| 8:00  | Sits on the floor |
| 21:05 | Sleeps            |



JAWAIN

Gawain is Ganz's father and present master of the Rothchild clan that holds the crest of the Lion of the West. Before his disappearance, he was the leader of the Rouge Lion, the greatest brigade in the Radiata Knights. Old-fashioned and stubborn, he was well-liked by his subordinates. He was best friends with Cairn, Jack's Father.

DAGOL DROP ENCOUNTER REVIVAL STONE CHIP, MYSTERY BERRY



## CHARACTER DATA

Trained him own hand know his true intentions



| 1 | ICE. |     |     |     |     |
|---|------|-----|-----|-----|-----|
| ı | POT  | PAR | BLD | BND | FRZ |
|   | ×    | ×   | ×   | 0   | 0   |
| 1 | BLZ  | CON | CUR | PET | DTH |
| ı | 0    | 0   | ×   | ×   | 0   |

| WILLINGNESS TO ACCEPT ORDERS |             |          |             |  |  |
|------------------------------|-------------|----------|-------------|--|--|
| ATTACK ENEMY                 | CURE FRIEND | BACKUP   | BE BATT     |  |  |
| POSSIBLE                     | CAN'T ENACT | POSSIBLE | POSSIBLE    |  |  |
| BACKAWAY                     | PLAY DEAD   | CONUTS   | USEVOLTY    |  |  |
| POSSIBLE                     |             |          | CAN'T ENACT |  |  |

| LV    | HP - | 'ATK' | DEF - | 'EVA" | LCK = | ١ |
|-------|------|-------|-------|-------|-------|---|
| -     | -    |       |       |       |       |   |
|       | _    | _     |       |       |       |   |
| 53    | 1350 | 245   | 210   | 152   | 102   |   |
| 75    | 2622 | 315   | 302   | 196   | 148   |   |
| MAX   | 4011 | 392   | 402   | 245   | 199   |   |
| GRADE | A    | A     | A     | В     | C     |   |

Father

|       | Saint's Troph<br>Reference | y<br>[pg288] |
|-------|----------------------------|--------------|
| Camar | Wanta and a                | 7777         |

Element

| STANDARD > STANDARD > STANDARD | THOUG   | HT PR | OCES.  | 3        |
|--------------------------------|---------|-------|--------|----------|
|                                | STANDAR | >STAN | DARD > | STANDARD |
|                                |         |       |        |          |

|               |   |   | - Smaller |   | - |
|---------------|---|---|-----------|---|---|
| KING OF NIGHT | * | ÷ | 4         | 4 | ø |

| ALIAC  | V2               |     | Street, or other Designation of the last o |       |     |            |       |            |
|--------|------------------|-----|--|-------|-----|------------|-------|------------|
| TYPE   | NAME             |     | ELEMENT!   | RANGE | ARC | KNOCK BACK | POWER | EFFECT     |
|        | Right Blow       |     | None   | Long  | 120 | 1          | 0.7   | -          |
|        | 2 Left Blow      |     | None   | Long  | 120 | 1          | 0.6   | _          |
| Attack | 3 King Crush     |     | None   | Long  | 90  | 1          | 1.2   | _          |
| Attack | Crossbow         |     | None   | Long  | 0   | 0.5        | 0.6   |            |
| Volty  | Leo Smash Royale | 0~0 | None   |       |     | 1.3        | 0.3   |            |
|        | Antagonize Enemy |     | None   |       |     | 1.3        | 20    | Knock Back |

GAWAIN (CONT.)

REQUIREMENTS

LEVEL TUNING **OEFEATING GAWAIN**  DIRECTIONS

Joins automatically.



TEORGIO BLACK GOBLIN

Georgio is an information officer for the black goblins. He is good at hoarding the knowledge that others need and negotiating deals to his advantage. Georgio loves it when he finds someone who is not as sharp a negotiator as he is, but at the same time, a skilled dealer can cause him to give up more information than intended

EXP DAGOL DROP

ENCOUNTER

# RELATIONSHIP CHART

Friends, more Smoking

CHARACTER DATA

E. Toadstool Sword Element

Toadstool Suit Element None Warrior Bangle

Reference [pg287]

THOUGHT PROCESS BRAVE > BRAVE > BRAVE

POT PAR BLD BND FRZ CON CUR PET DTH • A A AP ATK DEF EVA LCK 452 125 104 65 102 25 490 128 106 66 104 50 1461 215 177 116 159 2432 301 247 166 214 3364 385 314 214 267

RESISTANCES

A PREVENT STEAL \* WILLINGNESS TO ACCEPT ORDERS

ATTACKENEMY CURE FRIEND BACKUP BE BATT BACK AWAY PLAY DEAD CONUTS USEVOLTY

TYPE NAME Attack Slash Attack ELEMENT RANGE Medium Attack Wild Swing Earth Medium Attack KNOCK BACK POWER 90 1.4 Poison 1.0 200

Poison 1.0

REQUIREMENTS CEVEL STIMING GOBLIN HAVEN

DIRECTIONS

• Equip a two-handed sword. Talk to Georgio when he is staring at his Toadstool Sword between 4:00 and 10:00 or 14:00 and 21:00. Defeat Georgio in the subsequent

PX TO THE PROPERTY OF THE PROP

WES LOCATION

14:00 Looks at his Looks at his sword 21:00 Smokes a cigar



MAX

LIGHT ELF

Gil is a light elf poet who serves as Zane's right-hand man. He is also a daydreamer who sometimes has a hard time differentiating between reality and fantasy. His poems are fantastic and wonderful. They are in much demand by other races. He is also the leading light elf assassin.

DAGOL DROP

ENCOUNTER



CHARACTER DATA

a de la companie de l

Grass Clothes Element

RESISTANCES POT PAR BLD BND FRZ X X O × CON CUR PET 0 x x

WILLINGNESS TO ACCEPT ORDERS

ATTACKENEMY CURE FRIEND BACKUP BE BATT POSSIBLE CAN'T ENACT IMPOSSIBLE BACK AWAY PLAYDEAD CONUTS USEVOLTY

AP ATT DEF EVA LCK 883 205 157 160 143 50 1547 250 195 185 184 75 2584 320 256 224 248 MAX 3580 388 262 311

THOUGHT PROCESS STANDARD > STANDARD > STANDARD

SKILL FIRE DEFENSE \* \* \$ \$

ATTACKS

Attack Sword of ice ELEMENT KNOCK BACK POWER 0-0 Water Long 90 0.8 Freeze 1.0 Attack Projection Bash Wind 0

REQUIREMENTS LEVEL TUMING 29 REUNITING WITH PARSEC DIRECTIONS

Talk to Gil and agree to fight him.

Defeat him in the subsequent battle

10:00 Fort Helencia Entrance (Outside) 18:00 Fort Helencia Entrance (Outside)
18:15 Undergoes battle training Fort Helencia Entrance (U Undergoes battle training

# TIOVANNI

Giovanni is an adherent of the black goblin Cult of Trickery. After hearing the preaching of Luka, he became an avid member of the cult, Luka, and the black goblin gods. Presently, he is busy trying to reach the million-prank goal in order to summon the gods.

DAGOL DROP
19 TOADSTOOL POWOER ENCOUNTER



|   | Chupa Claw<br>Element | Earth |
|---|-----------------------|-------|
| A | Chupa Claw<br>Element | None  |

| RES | ISTAN | CES   |     |     |
|-----|-------|-------|-----|-----|
| POI | PAR   | BLD   | BND | FRZ |
|     | A     | A COO | A   | A   |
| BLZ | CON   | CUR   | UBU | DIH |
|     |       |       |     |     |

| WILLINGNESS TO ACCEPT ORDERS |  |  |             |  |  |
|------------------------------|--|--|-------------|--|--|
| AUTACK ENEMY<br>POSSIBLE     |  |  | POSSIBLE    |  |  |
| POSSIBLE                     |  |  | CAN'T ENACT |  |  |

THOUGHT PROCESS

| (V)   | HP   | ATK | DEF | EVA | LCK |
|-------|------|-----|-----|-----|-----|
| 18    | 307  | 95  | 45  | 88  | 98  |
| 25    | 590  | 117 | 67  | 97  | 114 |
| 50    | 1604 | 197 | 147 | 158 | 173 |
| 75    | 2618 | 277 | 227 | 220 | 231 |
| MAX   | 3592 | 354 | 304 | 279 | 288 |
| GRADE | A    | В   | C   | В   | A   |

| Toadstool Suit |
|----------------|
| Element        |

| DIE CET | The state of | 0   | K |
|---------|--------------|-----|---|
| AI      | LA           | U   | v |
| TY      | OF.          | 200 | A |

| H | ATTAC  | KS          |     |         | Lanconson |      |            |  | abadaadaada da   |
|---|--------|-------------|-----|---------|-----------|------|------------|--|---|
| 1 | TYPE   | NAME        |     | ELEMENT | RANGE     | ARC. | KNOCK BACK | POWER  | EFFECT                                      |
|   | Attack | Mach Claw   | 0~0 | None    | Short     | 60   | 0.5        | 0.4  |   |
| ı | Attack | Sunset Kick |     | None    | Short     | 40   | 1.3        | 1  | _   |
|   | 0.1    | Terror      |     |         |           |      |            | STREET, STREET | No. 10 c 20 c |

REQUIREMENTS

DEVEL STATING 13 DUELING GAWAIN SUB MISSION REASURE OF GOBLIN CEMETERY OR GOBLIN HISTORY

## DIRECTIONS

Talk to him when you are wearing the Recruitment Suit.

|     |     |      | exo   | <b>ම</b> (ම | ex | 10x |
|-----|-----|------|-------|-------------|----|-----|
| THE | 100 | CATI | ON (2 |             |    |     |





Gob is a green goblin elefant rider. He is a rare goblin who likes combat. He sits on his elefant steed while going out to Commit mischief and mayhem. He loves provoking and teasing other people. There's no real reason for his behavior-it's just his DNA acting up.

DAGOL DROP



e la companda de la c

THOUGHT PROCESS PASSIVE > PASSIVE > PASSIVE

| Fly Swatter<br>Element | Earth |
|------------------------|-------|
| Goblin Suit<br>Element | Fire  |

| RES | ISTAN | CES |     |     |
|-----|-------|-----|-----|-----|
| POT | PAR   | BLD | BND | FRZ |
|     | ×     | ×   | ×   | ×   |
| BLZ | CON   | CUR | PET | DTH |
|     | -     | -   | -   | -   |

| WILLINGNESS TO ACCEPT ORDERS |  |  |                       |  |  |
|------------------------------|--|--|-----------------------|--|--|
| ATTACK ENEMY<br>POSSIBLE     |  |  | BE BATT<br>IMPOSSIBLE |  |  |
|                              |  |  | CAN'T ENACT           |  |  |

| HP=  | ATK                 | DEL.   | EVA"   | LCK.   |
|------|---------------------|--|--|--|
| 249  | 32                  | 36   | 63   | 56   |
| 632  | 69                  | 80   | 99   | 83   |
| 1252 | 129                 | 151  | 157  | 128  |
| 1989 | 201                 | 236  | 226  | 182  |
| 2697 | 270                 | 318  | 292  | 233  |
| C    | 0                   | C  | A  | В  |
|      | 632<br>1252<br>1989 | 249 32<br>632 69<br>1252 129<br>1989 201<br>2697 270 | 249         32         36           632         69         80           1252         129         151           1989         201         236           2697         270         318 | 249         32         36         63           632         69         80         99           1252         129         151         157           1989         201         236         226           2697         270         318         292 |

| AT  | TA  | CK | S |
|-----|-----|----|---|
| TVE | F . | -  | n |

ELEMENT RANGE ARC KNOCK BACK POWER EFFECT Fly Swatter 0-0 Medium

available to recruit.

REQUIREMENTS

LEVEL TUMING 24 AN ECCENTRIC VISITOR

#### DIRECTIONS

Encounter Gob, Aesop, a in the Dorse Region (1). @ Fight and defeat the trio.

| nd Monki | Select "Let them go." | 0:00  |
|----------|-----------------------|-------|
|          |                       | 16:00 |
|          |                       | 22:30 |

IRON LINK

\* \* 2 2

TIME DOGATION



## TOBREY GREEN GOBLIN

Gobrey is a green goblin from the previous generation. Because of the strange powers he had when he was still alive, he can look over his old colleagues even after death Furious at the lazy goblins and all the time they waste, he tries to lecture them but, alas, no one can see or hear him

DAGOL DROP ENCOUNTER

Volty Junk Trap

90



#### CHARACTER DATA

Element

#### o de la compansión de l

KNOCK BACK POWER

| Fly Swatter<br>Element | None        |
|------------------------|-------------|
| Cable Cuit             | VIII ANDREA |

| RESISTANCES |     |     |     |     |  |  |
|-------------|-----|-----|-----|-----|--|--|
| POT         | PAR | BLD | BND | FRZ |  |  |
| 817         | CON | CUR | DET | DTH |  |  |
| •           | •   | •   | •   | 0   |  |  |

LV HP ATK DEF EVA LCK

1980 116 123 255

196 255 255

273 | 255 | 255 346 | 255 | 255

| l            | WILLINGN                | ESS TO ACC  | EPT ORDE            | RS                    |
|--------------|-------------------------|-------------|---------------------|-----------------------|
| -            | ATTACK ENEM<br>POSSIBLE | CAN'T ENACT | POSSIBLE            | BE BATT<br>IMPOSSIBLE |
| A CONTRACTOR | POSSIBLE                | POSSIBLE    | CO NUTS<br>POSSIBLE | POSSIBLE              |
| ,            |                         |             |                     |                       |

| ı | POSSIBLE  | CANTENACT | POSSIBLE | IMPOSSIBLE |
|---|-----------|-----------|----------|------------|
| Ì | POSSIBLE  | POSSIBLE  | POSSIBLE | POSSIBLE   |
| - | ATTACKS   |           |          |            |
| 3 | TYPE NAME | -         | ELEMENT  | RANGE      |

REQUIREMENTS DEVEL TURING AN ECCENTRIC VISITOR DIRECTIONS

Talk to him when you have a Tsuchinoko Dumpling [pgXX] and agree to give it to him

Recruits

| THOUGHT PROCESS            | -    |
|----------------------------|------|
| STANDARD > STANDARD > STAN | DARD |

| MAX     | 3821 | 374 | 348 |
|---------|------|-----|-----|
| GRAOE A |      | Α   | В   |
| CM200   |      |     |     |
| SKILL   | -    |     |     |
| SAVE V  | OLTY | *   | *   |

MAX

2585 200

3216 289

374

GRAOE A A B B B

17:50 Dorse Region (6)

EFFECT

Knock Down

#### CHIDULE CONTROL CONTRO 0:00 Dorse Region (6) THE LOCATION TIME LOCATION Shangri La (4) Shangri La (3) 17:20 | Shangri La (4)



## JOLLY. GREEN GOBLIN

One of the three masked green goblins. He hangs out with Donkey and is often seen dancing while Donkey plays his music. He doesn't really know how to dance, though, and ends up looking...awkward. He's something of a mystery no one knows what he is really like.

| 200 |       |                | A             |
|-----|-------|----------------|---------------|
| EXP | DAGOL | DROP           | CZYCCOVIC-TED |
| 61  | 14    | HERB EXTRACT   | ENCOUNTER     |
| 01  | 14    | I TEND EXTRACT | 4GOLLY        |

RELATIONSHIP CHART

Oances to Plays on the stage every night Magic sharp

#### CHARACTER DATA

## o de la compansión de l

| V | Tamtam Slingshot | RES | ISTA | NCES  |     |     |
|---|------------------|-----|------|-------|-----|-----|
|   | Element Earth    | P07 | PAR  | BLD   | BND | FRZ |
|   | Goblin Suit      | 117 | CON  | CUR   | PET | DTH |
| 5 | Element None     | ×   | ×    | ×     | ×   | •   |
| 7 | 1                | MY. | AP . | ATK D | P W | LCX |

|   | BLZ   | CON  | (O) |     | ×   | X<br>DTH |
|---|-------|------|-----|-----|-----|----------|
| ı | ×     | *    | ,   | -   | ×   | •        |
|   | CV-   | AP.  | ATK | DEF | EVA | DCR      |
|   | 6     | 111  | 45  | 47  | 96  | 52       |
|   | 25    | 471  | 85  | 94  | 152 | 81       |
|   | 50    | 945  | 139 | 157 | 227 | 121      |
|   | 75    | 1419 | 193 | 219 | 302 | 160      |
|   | MAX   | 1874 | 245 | 279 | 374 | 198      |
|   | GRADE | E    | E   | 0   | S   | C        |

| ATTACK ENE | MY CURE FRYEND | BACKUP   | BE BATT     |
|------------|----------------|----------|-------------|
| POSSIBLE   | CAN'T ENACT    | POSSIBLE | MPOSSIBLE   |
| BACK AWAY  | PLAY DEAD.     | GONUTS   | USEVOLTY    |
| POSSIBLE   | POSSIBLE       | POSSIBLE | CAN'T ENACT |

| Skill Upper<br>Reference | [pg287] |  |
|--------------------------|---------|--|
|                          |         |  |

THOUGHT PROCESS

| MAX    | 1874     | 245   | 279 | 3 | 74 | 198 | I |
|--------|----------|-------|-----|---|----|-----|---|
| GRAOE  | E        | Ε     | 0   | 1 | 3  | C   | 1 |
| GM700  |          |       |     |   |    |     |   |
| 2      | SXTOL    |       |     |   |    |     |   |
| COMPLE | TE DEFEN | ISE * | 立   |   | 文  | ☆   |   |

| ATTAC  | KS   |             |      |       |   |         |       |
|--------|------|-------------|------|-------|---|---------|-------|
| TYPE   | NAC  |             |      |       | 1 | ELEMENT | RANGE |
| Attack | Tack | de M        | ove  |       |   | None    | Short |
| Attack |      |             |      | -     |   | Earth   | Long  |
| ARC    | N.   | <b>NOCK</b> | BACK | POWER |   | FFECT   | -     |
| 60     |      | 1           |      | 1     | 1 |         |       |
| 0      |      | 0           | 5    | 1     |   |         |       |

#### DIRECTIONS Talk to him with Donkey in your party.

REQUIREMENTS NEVEL TUMING AN ECCENTRIC VISITOR

BRAVE > BRAVE > BRAVE

| CHIDILE DE | <b>@</b> @ |
|------------|------------|
|            |            |

| LME  | Dorse Region (6)                | 1900V | LOCATION                       |
|------|---------------------------------|-------|--------------------------------|
|      |                                 | 17:00 | Waits for Donkey's performance |
| 5:00 | Waits for Monki and Aesop's act | 19:00 | Dances to Donkey's performance |

THOUGHT PROCESS

TIMID > TIMID > TIMID



\* 4 4

SKILL

BERSERKER





SCHEDILE XOCXOXO

AND VOCATION

All Day (Shangri La (4)





JRIGORY DWARF

or.

Grigory is the Dwarf village liquor store owner. Wanting to introduce his favorite drinks to his fellow dwarves, he opened a liquor shop. Surrounded by booze he is fively and easy to talk to, but when there are no drinks to be had, he becomes very withdraum. He fores drinking even more than eating good meals and doubts he could live without his booze.

EXP DAGOL DROP ENCOUNTER



#### CHARACTER DATA

| 8 | Bottle<br>Element | Earth |  |
|---|-------------------|-------|--|
|   | Portio            |       |  |

None

Element

PREVENT POISON ★ ☆ ☆

| KES | 191WL | IULD |     |     |
|-----|-------|------|-----|-----|
| POI | PAR   | BLD  | BND | FRZ |
|     | CON   |      |     |     |
| BLZ | CON   | CUR  | PET | DTH |
| ×   | ×     | X    | ×   | ×   |

| WILLINGNI | ESS TO ACCI           | PT ORDERS | 5           |
|-----------|-----------------------|-----------|-------------|
|           | POSSIBLE              | POSSIBLE  | POSSIBLE    |
| POSSIBLE  | PLAY DEAD<br>POSSIBLE | POSSIBLE  | CAN'T ENACT |

| LV-   | AP-  | ATK | DEF | EVA | LCX: |
|-------|------|-----|-----|-----|------|
| 8     | 363  | 59  | 66  | 18  | 20   |
| 25    | 1158 | 115 | 123 | 45  | 45   |
| 50    | 2328 | 197 | 208 | 85  | 83   |
| 75    | 3498 | 280 | 292 | 125 | 120  |
| MAX   | 4621 | 359 | 374 | 164 | 156  |
| GRADE | A    | В   | A   | E   | E    |

|      | Cloth Apro | n<br>Earth |
|------|------------|------------|
| 7770 | GHT PRO    | CESS       |

|    | Į    |
|----|------|
| -  | 16   |
| RD |      |
| -  | -B,r |

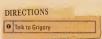
| TYPE    | NAME           |     | ELEMENT | RANGE | ARC | KNOCK BACK | POWER | EFFECT                              |
|---------|----------------|-----|---------|-------|-----|------------|-------|-------------------------------------|
| Attack  | Bottle Smash   |     | None    | Short | 40  | 0.5        | 0.7   | _                                   |
| Attack  | Bottle Thrust  |     | None    | Short | 40  | 0.5        | 1.2   | _                                   |
| Attack  | Alcohol Breath | 0-0 | None    | Short | 90  | 0.5        | 0.1   | Blind 2.0                           |
| Restore | Have a Drink   |     | -       | _     | -   |            | -     | Restores 30% of<br>Grigory's Max HP |

#### GATHERING FRIENDS

REQUIREMENTS

TOUNG

REUNITING WITH PARSEC



# SCHEDNLE (REFORE VIOLATION) THE LOCATION D.00 Dawnbay Diner | 7.00 Vashtel Liquor Store |

| 101112 | LOCATION                        | - 100 V 2 | ■LOCAT//ON===  |
|--------|---------------------------------|-----------|----------------|
|        | Dawnbay Diner                   | 7:00      | Vashtel Liquor |
| 1:30   | Earth Valley                    | 19:20     | Earth Valley   |
| 1:55   | Vashtel Liquor Store            | 19:45     | Vashtel Liquor |
| 2:20   | Vashtel Liquor Store; Back Room | -         |                |

SCHEDULE AFTER FORT HELEN(
TIME 1002110N
All Day Fort Helengia Entrance (outside)

Made and the

Recruits





The black goblin leader. Calm and collected, he is the picture of a mature adult. As a leader, he doesn't do much besides keeping his eye on the other soblins life has a few contacts with the other races, but this isn't because he didlites them in particular. He yes! likes to keep things simple.

EXP DAGOL DROP ENCOUNTER
1200 16 MAGIC MIRROR, LUCK BERRY GRUEL



## CHARACTER DATA

e de la compación de la compac

| Toadstool I<br>Element | Bazooka<br>Earth |
|------------------------|------------------|
| Big Toadst             | pol Suit         |

| DIAL | CLO             |                       |             |
|------|-----------------|-----------------------|-------------|
| PAR  | BLD             | BND                   | FRZ         |
| 0    | 0               | 0                     | 0           |
| CON  | CUR             | PET                   | DTH         |
| 0    | 0               | 0                     | 0           |
|      | PAR<br>©<br>CON | PAR BLD  O O  CON CUR | CON CUR PET |

DESISTANCES

TATTACKS

| WILLING               | NESS TO AC | CEPT ORDE | RS                    |
|-----------------------|------------|-----------|-----------------------|
| ATTACKENE<br>POSSIBLE | CURE FRIEN | POSSIBLE  | POSSIBLE              |
| POSSIBLE              | PLAYDEAD   | POSSIBLE  | USE VOLTE<br>POSSIBLE |

| 200  |    | _    | -   | -     |     | . ~~ |
|------|----|------|-----|-------|-----|------|
| LV   |    | HP   | ATK | DEF T | EVA | LCK_ |
| boni | -  |      |     | _     |     | _    |
| 3    | 1  | 3200 | 232 | 203   | 92  | 328  |
| 5    | 0  | 3858 | 281 | 257   | 122 | 355  |
| 7    | 5  | 4723 | 347 | 329   | 162 | 390  |
| Mi   | AX | 5555 | 410 | 398   | 200 | 425  |
| GR/  | OE | A    | A   | A     | C   | S    |

| THOUGHT PROCESS               |
|-------------------------------|
| STANDARD > STANDARD > STANDAR |
|                               |

Element

| GVM)       |   |   |          | _  | -  |
|------------|---|---|----------|----|----|
| FILL DUMED |   |   | -        |    |    |
| FULL PUWER | * | * | <b>X</b> | 13 | 15 |

| TYPE   | NAME            |     | ELEMENT | RANGE  | ARC | KNOCK BACK | POWER | EFFECT                           |
|--------|-----------------|-----|---------|--------|-----|------------|-------|----------------------------------|
| Attack | Toadstool Blast |     | Earth   | Long   | 0   | 1.3        | 1.5   | Knock Back                       |
| Attack | Luring Larvae   |     | Earth   | Medium | 40  | 0.5        | 0.8   | Confuse (2.0)                    |
| Other  | Toadstool Heal  |     | _       | _      | _   | _          | -     | Restore 30% of Gruel's<br>Max HP |
| Volty  | Bazooka Wolf    | 0~0 | None    | _      |     | 1.3        | 0.4   | _                                |
|        |                 | 0   | None    |        | -   | 1.3        | 3     | Knock Back                       |

#### GATHERING FRIENDS

REQUIREMENTS

LEVEL TUCING

26 BEFORE THE STORM

DIRECTIONS

| 0 | Talk to him after recruiting all the |
|---|--------------------------------------|
|   | Black Goblins.                       |

|     | DLACI            | CODE   | LITTO   |        |                                 |         |       |         |  |         |
|-----|------------------|--------|---------|--------|---------------------------------|---------|-------|---------|--|---------|
|     | NAME             | PAGE   | NAME    | PAGE   | NAME                            | PAGE    | NAME  | PAGE    | NAME   | PAGE    |
| 2 ( | NAME<br>Bosso    | [pg88] | Doppio  | [pg92] | Giovanni                        | [pq9B]  | Marco | [pq105] | Polpo  | [pg111] |
| П   | Danny            | [pg90] | Drew    | [pq93] | Jan                             | [pg102] |       | [pq109] |  | [pg111] |
| IJ. | Danny<br>Dominic | [pg91] | Georgio | [pg97] | Luka                            | [pg105] |       | [pg110] | Sonny  | pq1151  |
| _   |                  |        |         |        | And in column 2 is not a second | -       | -     | -       | Annual Contract of the Contrac |         |

DI ACK CORLINS

# DARK FLE

A dark elf who loves to gamble, sing, dance and have a good time. If he hears of a new kind of entertainment, he will travel even to the human villages to find out about it. His one and only policy is to have fun: he always makes sure he enjoys himself to the max

DAGOL DROP ENCOUNTER



#### CHARACTER DATA

|   | Leaf Clothes<br>Element | None |
|---|-------------------------|------|
| 7 |                         |      |

RESISTANCES POT PAR BLD BND FRZ CON CUR PET DIM x x x x AP ATK DEF EVA DCK

| WILLINGNE    | SS TO ACCE  | FIUNI    |
|--------------|-------------|----------|
| ATTACK ENEMY | CURE FRIEND | BACKUP   |
| POSSIBLE     | CAN'T ENACT | POSSIBLE |
| BACK AWAY    | PLAY DEAD   | GONUTS   |
| POSSIBLE     | POSSIBLE    | POSSIBLE |

| ATTAC  |     |             |       |         |       |
|--------|-----|-------------|-------|---------|-------|
| TYPE   |     | ME          |       | ELEMENT | RANGE |
| Attack | Fir | eball       |       | Fire    | Long  |
| Attack | Lig | htning Bolt | -     | Wind    | Long  |
| ARC    |     | KNOCK BACK  | POWER | EFFECT  |       |
| 0      |     | 0.5         | 1.3   | Blaz    | e 1.0 |
| 0      |     | 1           | 1.6   | Knock   | Back  |

在全方方面 各方面 医内内 医内内

## Lucky Charm Reference [pg287]

THOUGHT PROCESS

329 85 90 55 66 640 112 117 72 50 1505 190 194 119 108 75 2370 268 271 167 139 MAX 3200 342 345 213 168 GRADE B B B C D STOOL

WIND OEFENSE ★ ★ ☆ ☆ PASSIVE > BRAVE > BRAVE

ON-HUMANS

| Ŷ | OC HTT | THE COUNCE                      | 1(c)(c) | (ACACO (ACACO) | (OP)  | DECOR!   | THE SHEET OF THE |
|---|--------|---------------------------------|---------|--|-------|----------|------------------|
| I | TIME   | Room (5)                        | STORE   | Forest Metropolis 1st Floor (2)  | 50003 | Room (5) |                  |
|   |        |                                 |         |  | 20:50 | Room (5) |                  |
|   | 7:15   | Forest Metropolis 2nd Floor (2) | 20:30   | Forest Metropolis 2nd Floor (2)  |       |          |                  |

## REQUIREMENTS

LEVEL TUNING 11 CROCOGATOR MISSION—BRIEFING

#### DIRECTIONS

BEBATT

USEVOLTY

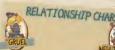
- Talk to Hyann between 8:00 and 12:55 in the Forest Metropolis 1st
- Play dice with him and win four in a row, succeeding in the 10,000
- Dagol bet.
- Betting starts off at 10 and increases when correct. At that point, the betting increases to 100, then 1,000, and finally 10,000 Dagol
- the Dagols and indicates that he can't fund your winnings. Allow his to join your party in payment.



BLACK GOBLIN

A black goblin toadstool grower. He realized that if he grew toadstools, he wouldn't have to leave the village to look for them. However, he hasn't

quite perfected the art yet. The only toadstools he manages to produce are strange new mutant hybrids. DAGOL DROP
14 TOADSTOOL POWDER ENCOUNTER



Watches over

hort

hort

MUSHROOM Grow like weeds

#### CHARACTER DATA



THOUGHT PROCESS

BRAVE > BRAVE > BRAVE

|   | RES | [STA] | NCE | S   |     |          |
|---|-----|-------|-----|-----|-----|----------|
| Í | POI | PAR   | BLD | B   | D ( | RZ       |
| ı | *   | CON   | CUF |     | ×   | X<br>DTH |
| ı | X X | W X   | 3   |     | ×   | ×        |
|   | 007 | AP -  | ATK | DEF | EVA | D.CX     |
|   | 19  | 286   | 96  | 88  | 50  | 90       |

516 111

2436 243 MAX 3358 307

SKILL

BERSERKER

| ESS TO ACC | EPI ORDE | KO              |
|------------|----------|-----------------|
|            |          | BEBALT          |
|            | 7        | POSSIBLE        |
|            |          | CAN'T FNA       |
|            |          | PLAYDEAD GONUTS |

| ЛK  | "UET" | 'EVA' | LCK |   |        | ***     |                        |       |                   |               |
|-----|-------|-------|-----|---|--------|---------|------------------------|-------|-------------------|---------------|
| 96  | 88    | 50    | 90  | П | ATTAC  |         |                        |       |                   |               |
| 111 | 107   | 67    | 105 |   | TYPE   |         | ME                     | -     | ELEMENT           | RANC          |
| 177 | 190   | 139   | 167 |   | Attack | Do      | ownward The            | ust   | Earth             | S             |
| 243 | 272   | 211   | 230 |   | Attack | Ro      | tating Spin            |       | Earth             | S             |
| 307 | 351   | 281   | 290 |   | Attack | Ar      | noving Laur            | h     |                   | 1             |
| C   | В     | Δ     | A   |   | ARC    |         | knock BACK             | POWER | EFFECT            |               |
| -   | 1     | 1 ^   | 1 ^ | 1 | 40     |         | 0.5                    | 1     | Pois              | on 1.0        |
|     | -     |       |     |   | 120    |         | 1                      | 0.7   | Pois              | on 1.0        |
| *   | ☆     | ☆ ☆   | 章   |   | _      | 3000.40 | NAME OF TAXABLE PARTY. |       | manuscon communic | ->*********** |

REQUIREMENTS LEVEL TURING 14 GOBLIN HAVEN

#### DIRECTIONS

Talk to him and answer his question. Defeat him in a duel.

CHEDULE CORROCK

All Day Goblin Haven (1)



# RELATIONSHIP CHAR

#### CHARACTER DATA

| Guiron Tre | е      | RES | ISTA | NCES |       |     |
|------------|--------|-----|------|------|-------|-----|
| Element    | None   | P07 | PAR  | BLD  | BND   | FRZ |
| Shoulder I | Pads   | RZ  | CON  | CUR  | PET   | DTH |
| Livingin   | Teoric | -   |      | -    | Lamon | L   |

| × | WILLINGNE             | ESS TO ACCE   | EPT ORDE           | RS       |
|---|-----------------------|---|--------------------|----------|
|   |                       | CURE FRIEND<br>CAN'T ENACT  | POSSIBLE           | POSSIBLE |
|   | BACK AWAY<br>POSSIBLE | PLAY DEAD<br>POSSIBLE   | GONUTS<br>POSSIBLE | POSSIBLE |
|   | L                     | Annual Section of the Party of |                    |          |

| 002   | AP . | ATA | DEF | EVA | D.C.R |
|-------|------|-----|-----|-----|-------|
|       | -    | _   |     |     |       |
| 46    | 2820 | 243 | 192 | 148 | 154   |
| 50    | 3106 | 257 | 205 | 158 | 161   |
| 75    | 4899 | 345 | 288 | 226 | 209   |
| MAX   | 6619 | 430 | 369 | 290 | 255   |
| GRADE | Α    | A   | Α   | A   | В     |

| THOU  | GHT   | PRO  | CE55 |     |      |
|-------|-------|------|------|-----|------|
| STAND | ARD > | STAN | DARO | > B | RAVE |
| -     | -     | -    | -    |     | -    |

| LOSSAL POWER | * | * | * | ☆ | 1   |
|--------------|---|---|---|---|-----|
| USSAL PUWER  | × | * | * | 公 | 120 |

| ATTAC  |                  |     |         |       |     |            | Noncom |            |
|--------|------------------|-----|---------|-------|-----|------------|--------|------------|
| TYPE   | NAME             |     | ELEMENT | RANGE | ARC | KNOCK BACK | POWER  | EFFECT     |
| Attack | JJ Blow          |     | None    | Long  | 40  | 0.5        | 1.5    |            |
| Attack | JJ Buster        |     | None    | Long  | 200 | 1.3        | 1      | Knock Back |
| Attack | JJ Shout         | 0~0 | None    | Long  | 0   | 1          | 0.2    | Knock Back |
| Volty  | Madness Carnival | 0~0 | None    | -     | _   | 1.3        | 0.2    |            |
|        |                  | 0   | None    | -     | _   | 1.3        | 2.0    | Knock Back |

REQUIREMENTS

LEVEL TIMING BEFORE THE STORM

#### DIRECTIONS

O Complete Negotiating with the Orcs.

| - | -   | _   | - | -    | _ | - | _   | -   | -  |
|---|-----|-----|---|------|---|---|-----|-----|----|
| R | 100 |     |   | Ille |   |   |     |     | 16 |
| C | 33M | 2-5 | m | - 44 | m | = | 25. | 200 |    |

MANAGE EN All Day Elf Region

All Day Fort Helencia Entrance

MA CHARACTER AND A CHARACTER A

Recruits









Keane is the light elf owner of the accessory store in the light elf village. She opened her store to advertise the excellent quality of elf-made items. Though she feels that elves are superior, she harbors no particular prejudices toward other races. She is always happy to get her customers' opinions to improve her shop and its merchandise

DAGOL DROP 231 HOLY WATER

ENCOUNTER



#### CHARACTER DATA

<u>രയെ ഒരെ ഒരെ ഒരെ ഒരെ ഒരെ ഒരെ ഉപ്പട്ടം പ്ര</u>



| RES | ISTAI | NUES |     |     |
|-----|-------|------|-----|-----|
| POT | PAR   | BLD  | BND | FRZ |
| 0   | ×     | ×    | *   | 0   |
| BLZ | CON   | CUR  | PET | DTH |
| 0   | 0     | ×    | ×   | •   |

| WILLINGNESS TO ACCEPT ORDERS |                         |          |                         |  |  |  |  |
|------------------------------|-------------------------|----------|-------------------------|--|--|--|--|
| ATTACK ENEM)<br>POSSIBLE     | CURE FRIEND<br>POSSIBLE | POSSIBLE | BE BATT<br>IMPOSSIBLE   |  |  |  |  |
| BACK AWAY POSSIBLE           | PLAY DEAD<br>POSSIBLE   | POSSIBLE | USEVOLTY<br>CAN'T ENACT |  |  |  |  |

| 00    | CP.  | ATK | DEF | EVA | LCK |
|-------|------|-----|-----|-----|-----|
| 18    | 364  | 90  | 93  | 67  | 65  |
| 25    | 578  | 109 | 111 | 86  | 75  |
| 50    | 1346 | 177 | 178 | 154 | 112 |
| 75    | 2113 | 245 | 245 | 223 | 148 |
| MAX   | 2850 | 310 | 309 | 289 | 183 |
| GRADE | C    | C   | C   | A   | 0   |

THOUGHT PROCESS PASSIVE > PASSIVE > PASSIVE

| 63770        |   |   | - |   |   |
|--------------|---|---|---|---|---|
| PREVENT BIND | * | ☆ | ☆ | ☆ | ☆ |

| TYPE    | NAME         |     | ELEMENT | RANGE | ARC | KNOCK BACK | POWER | EFFEGT                             |
|---------|--------------|-----|---------|-------|-----|------------|-------|------------------------------------|
| Restore | Forest Drop  |     |         | -     |     | _          | _     | Restores 20% of<br>Target's Max HP |
| Attack  | Leaf Barrier | 0-0 | Wind    | Short | 360 | 1.5        | 0.9   | _                                  |
| Attack  | Light Bow    |     | None    | Long  | 0   | 1.5        | 1.4   |                                    |

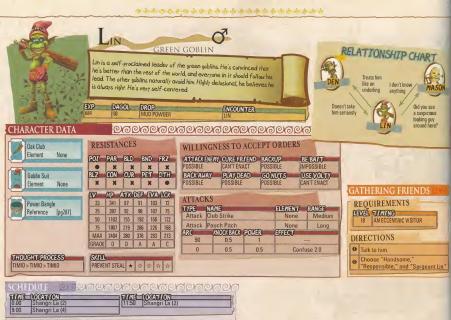
REQUIREMENTS

LEVEL TUMING 13 REUNITING WITH PARSEC

#### DIRECTIONS

 Spend 10,000 Dagols at Keane's Accessory Store. Talk to Keane

| Yelshi | DUT ENERGE AGE               |
|--------|------------------------------|
| TIME   | LOCATION                     |
| 0:00   | Flying in Cuatour Region (2) |
| 4:00   | Fort Helencia Courtyard      |
| 4:10   | Fort Helencia Accessories    |
| 22:10  | Fort Helencia Courtyard      |
| 22.20  | Flying in Cuatour Region (2) |









LUKA BLACK GOBLIN

Preacher of the black goblin Cult of Trickery. He believes that he can summon the goblin gods by playing a million pranks. He goes to human villages with members of his sect to cause mischief. A slick talker and charismatic leader, he is attracting more and more supporters to his cult.

EXP DAGOL DROP ENCOUNTER



#### CHARACTER DATA

| Chupa Claw<br>Element | None |
|-----------------------|------|
| Chupa Claw            |      |

| RESISTANCES |     |     |          |       |  |  |
|-------------|-----|-----|----------|-------|--|--|
| POT         | PAR | BLD | BND      | FRZ   |  |  |
| •           | CON | A   | <b>A</b> | A     |  |  |
| DLZ.        | CUN | LUK | GEU.     | A DUG |  |  |

| WILLINGNESS TO ACCEPT ORDERS |  |  |                     |  |  |  |  |
|------------------------------|--|--|---------------------|--|--|--|--|
| ATTACK ENEMY<br>POSSIBLE     |  |  | RE BATT<br>POSSIBLE |  |  |  |  |
|                              |  |  | CAN'T ENACT         |  |  |  |  |

| W     | AP . | ATK | DEF | (AXA) | LCX |
|-------|------|-----|-----|-------|-----|
| 23    | 413  | 115 | 55  | 90    | 90  |
| 25    | 497  | 121 | 61  | 95    | 95  |
| 50    | 1554 | 203 | 140 | 165   | 169 |
| 75    | 2610 | 284 | 219 | 235   | 243 |
| MAX   | 3624 | 362 | 296 | 302   | 313 |
| GRADE | A    | В   | D   | A     | A   |

## Toadstool Suit Element None

Element None

| 77                                     |   |
|--|---|
| ************************************** |   |
| THOUGHT PROCESS                        |   |
|  | _ |
| TIMIO > TIMIO > TIMID                  |   |
|  |   |

| SKTILL        |   |   | - |   |   |
|---------------|---|---|---|---|---|
| PREVENT BLIND | * | * | 众 | ☆ | 4 |

| TYPE                     | NAME        |     | ELEMENT | RANGE    | ARC  | KNOCK BACK     | POWER | EFFECT                                 |
|--------------------------|-------------|-----|---------|----------|--|----------------|-------|--|
|                          |             | 0-0 | None    | Short    | 40   | 0.5            | 0.4   |  |
|                          | Sunset Kick |     | None    | Short    | 40   | 1.3            | 1     |  |
| Other                    | Lip Lick    |     |         | _        | -  |                |       | _                                      |
| Markey State of State of | 0           |     | A       | <u> </u> | the same of the sa | Daniel Control |       | ************************************** |

## GATHERING FRIENDS

REQUIREMENTS

CEVEL TUNING **OUELING GAWAIN**  SUB MISSION TREASURE OF GOBLIN CEMETERY OR **GOBLIN HISTORY** 

#### DIRECTIONS

Talk to Luka when you're wearing the Recruitment Suit

| SCHEDULE CONTONION |     |       |      |    |    |     |
|--------------------|-----|-------|------|----|----|-----|
|                    | SCH | EDULE | exal | 20 | 00 | ex. |

Recruits

| - | STORES- | DOGATION         |  |
|---|---------|------------------|--|
|   | 0:00    | Goblin Haven (3) |  |
| ş | 11:50   | Goblin Haven (2) |  |
|   | 19:15   | Goblin Haven (3) |  |



# MARCO

BLACK GOBLIN

The black goblin scholar. Possessed of a sharp mind, he spends his time studying the character and biology of goblins and producing many essays about his research. He suffers, however, from the knowledge that he has no goblin friends. He hopes to visit an elf or human village some day to share his ideas and compare research

DAGOL DROP TOADSTOOL POWDER ENCOUNTER



#### CHARACTER DATA

 $\phi$ 



| ı | POY<br>BLZ | CON  | CUE | PL  |     | RZ  |
|---|------------|------|-----|-----|-----|-----|
|   | 000        | AP   | ATK | -1- |     | LCK |
|   | 16         | 259  | 61  | 79  | 48  | 112 |
|   | 25         | 287  | 77  | 109 | 63  | 124 |
|   | 50         | 1498 | 123 | 192 | 105 | 158 |
|   |            |      |     |     |     |     |

RESISTANCES

| KUP  | 2000                |
|------|---------------------|
|      | BE BATT<br>POSSIBLE |
| NUTS | USE VOLUE           |
| ֡    | NUTS                |

|   | Element                    | None    |
|---|----------------------------|---------|
| 9 | Protect Shell<br>Reference | [pq287] |

|       |      |     | -1  |     |     |
|-------|------|-----|-----|-----|-----|
| 00    | AP-  | ATK | DEF | 320 | LCK |
| 16    | 259  | 61  | 79  | 48  | 112 |
| 25    | 287  | 77  | 109 | 63  | 124 |
| 50    | 1498 | 123 | 192 | 105 | 158 |
| 75    | 2410 | 169 | 275 | 147 | 192 |
| MAX   | 3285 | 212 | 356 | 187 | 224 |
| GRADE | В    | E   | В   | 0   | В   |

PREVENT POISON \* \* ☆ ☆ ☆

|  | ATTAC:  | KS |                    |   |  |               |  |  |
|--|---------|----|--------------------|---|--|---------------|--|--|
| 250  | Attack  |    | MB<br>adstool Thro | w | Earth                                      | RANGE<br>Long |  |  |
|  | Restore |    | adstool Hea        |   | 333361                                     |               |  |  |
|  | 0       |    | 0 0.5              |   | Poison 2.0  Restores 20% of Marco's Max HP |               |  |  |
| AMERICAN STREET, SPRINGER, |         |    | _                  |   |  |               |  |  |

REQUIREMENTS 11 A RUN-IN WITH ELWEN OR GOBLIN HISTORY

| IMIO > TIMIO > TIMIO |  |
|----------------------|--|

## SCHEDULE CONTROLOGUE

| THE   | LOGATIZON                   |
|-------|-----------------------------|
| 0:00  | Sediche Region (5); reading |
| 6:00  | Sells books                 |
| 22:00 | Reads a book                |

Talk to Marco between 22:00 and 6:00 and select "Ignore it," "Save them," and "That person is crazy."

> 47 89

Marsha is the owner of the general store in the dark elf village. The little products lined up in her store are things she bought from merchants and travelers. Although she seems to listen to other people's stories, her noncommittal responses suggest she doesn't really pay any attention. She is only nice to others because she wants to be liked.

DAGOL DROP
281 HEATING TABLET ENCOUNTER



## 

| 备 | Leaf Clothes<br>Element | None  | RES | ISTA | NCE       | S   |      |     |   |
|---|-------------------------|-------|-----|------|-----------|-----|------|-----|---|
|   | Clement                 | Ivone | POT | PAR  | BLE       | B   | ND   | FRZ |   |
|   |                         |       | ×   | ×    | 1         |     | ×    | ×   |   |
|   |                         |       | BLZ | CON  | $-\infty$ | 3 P | 37   | DTH | ı |
|   |                         |       | ×   | ×    | ,         |     | X    | ×   |   |
|   |                         |       | 00  | AP   | ATK       | DEF | EVA  | nax |   |
|   |                         |       | 9   | 255  | 70        | 69  | 55   | 47  | l |
|   |                         |       | 25  | 772  | 122       | 110 | l oc | 00  | ł |

| WILLINGN | ESS TO ACC  | EPT ORDE | RS |
|----------|-------------|----------|----|
|          | CURE FRIEND | BACKUP   | Bé |
|          |             |          |    |

| ATTACK ENEMY | CURE FRIEND           | BACKUP             | BE BATT                  |
|--------------|-----------------------|--------------------|--------------------------|
|              | CAN'T ENACT           | POSSIBLE           | POSSIBLE                 |
|              | PLAY DEAD<br>POSSIBLE | GO NUTS<br>OSSIBLE | USE VOLTY<br>CAN'T ENACT |

| ATTAC  |                      |            |       |         |       |
|--------|----------------------|------------|-------|---------|-------|
| TYPE   | NA                   |            |       | ELEMENT | RANGE |
| Attack | Fire                 | eball      |       | Fire    | Long  |
|        | ttack Lightning Bolt |            |       | Wind    | Long  |
| ARC    |                      | KNOCK BACK | POWER | EFFECT  |       |
| 0      |                      | 0.5        | 1.3   | Blaz    | e 1.0 |
| 0      | 1 1.6                |            | 1.6   | Bino    | 11.0  |

REQUIREMENTS DEVEL TUMING REUNITING WITH PARSEC

DIRECTIONS

O Spend 10,000 Dagols at Marsha's Accessory Store Talk to Marsha.

## THOUGHT PROCESS PASSIVE > BRAVE > BRAVE

NON-HUMANS

| SCHE  | DULE (BEFORE VIOLATION)        | 2 2000000 |
|-------|--------------------------------|-----------|
| TUME  | LOCATION                       |           |
| 0:00  | Room 5                         |           |
| 1:50  | Forest Metopolis 2nd Floor (2) |           |
| 2:15  | Forest Metopolis 1st Floor (2) |           |
| 21:20 | Forest Metopolis 2nd Floor (2) | 1         |
| 21:40 | Room 5                         | 1         |

1581 204 191 136 | 155

GRAOE B B

SKITT

75 2390 287 265 186 221 MAX 3167 366 336 233 285

PREVENT BINO \* ☆ ☆ ☆ ☆

17.00 Fort Helenc



MARTINEZ

DARK ELF Band leader of the dark elf village band. The dark elves love music, so it's

not surprising that they have formed a band. They have toured the world and have fans in all of the different regions. Martinez has devoted his life to music, and his life revolves around the band. EXP DAGOL DROP ENCOUNTER IMARTINEZ

RELATIONSHIP CHART to be more who she respects Doesn't want to In the band

CHARACTER DATA



| RESISTANCES |     |     |     |     |
|-------------|-----|-----|-----|-----|
| P07         | PAR | BLD | BND | FRZ |
| <b>X</b>    | CON |     | ×   | *   |
| *           |     | W X |     | ×   |

| WILLINGNI    | ESS TO ACCI | EPT ORDER |          |
|--------------|-------------|-----------|----------|
| ATTACK ENEMY | CURE FRIEND | BACKUP    | BE BATT  |
| POSSIBLE     | CAN'T ENACT | POSSIBLE  | POSSIBLE |
| BACK AWAY    | PLAY DEAD   | GONUTS    | USEVOLTY |

| LV    | HP_  | MIK | DEF | EVA | LLK |
|-------|------|-----|-----|-----|-----|
| _     | -    |     | -   |     |     |
| 28    | 608  | 138 | 133 | 55  | 47  |
| 50    | 1600 | 216 | 211 | 92  | 86  |
| 75    | 2727 | 306 | 301 | 135 | 131 |
| MAX   | 3809 | 392 | 387 | 175 | 174 |
| GRADE | Α    | Α   | Α   | D   | D   |

THOUGHT PROCESS BRAVE > PASSIVE > PASSIVE

|   | - |     |        | _            |                 |
|---|---|-----|--------|--------------|-----------------|
| * | * | ☆   | 슙      | ☆            |                 |
|   | * | * * | * * \$ | * * \$ \$ \$ | * * \$ \$ \$ \$ |

| ATTAC.   |                     |   | -       |        |     |            | 187722 |            |
|--|---------------------|---|---------|--------|-----|------------|--------|------------|
|  | NAME                | _ | ELEMENT | RANGE  | ARC | KNOCK BACK | POWER  | EFFECT     |
| Attack   | Combo Punch         | 0 | None    | Short  | 40  | 0.5        | 0.8    | _          |
| Name and Address of the Owner, Spinster, Spins |                     | 0 | None    | Short  | 40  | 0.5        | 1      | ~~~        |
| Attack   | High Spin Kick      |   | None    | Medium | 200 | 1          | 1.2    | Knock Back |
| Other  | Other Crescent Kick |   | None    | Short  | 50  | 0.5        | 1.4    | No.        |

CHEDITE OF DISCOVERY

| MI    | DOGATION                    |
|-------|-----------------------------|
| 0:00  | Room (3)                    |
| 16:30 | Forest Metropolis 2nd Floor |
| 22:15 | Room (3)                    |

## REQUIREMENTS

TAXEL TUMING

FRIEND TUTORIAL

#### DIRECTIONS

- Talk to Martinez and agree to lend him a record. from the table.
- Talk to Martinez after waiting at least one day.

| RECORD           | LOCATION     | - | RECORD          | DOCATION      |
|------------------|--------------|---|-----------------|---------------|
| Radiata Castle 1 | Chic Records |   | Bandit's Theme  | Chic Records  |
| Audience Chamber | Chic Records |   | Solieu Village  | Dropped-Adele |
| Conference       | Chic Records |   | Fort Helencia   | Chic Records  |
| Coliseum         | Chic Records |   | Jack's Theme    | Jack's Place  |
| The Night Halls  | Chic Records |   | Ridley's Theme  | Ridley's Room |
| Radiata Castle 2 | Chic Records |   | Ridley's Sorrow | Chic Records  |
| Warrior's Theme  | Chic Records |   | Ganz's Theme    | Ganz's Room   |
| Preist's Theme   | Chic Records |   | Opening Theme   | Chic Records  |
| Mage's Theme     | Chic Records |   | Payapaya Dance  | Dropped-Pinky |



MASON GREEN GOBLIN

A green goblin who finds amusement in everything He is always interested in new and strange things. Constantly on the hunt for new friends to play with, he must be perpetually warned not to talk to strangers.

| 100 |  |  |
|-----|--|--|
| EXP | DAGOL  | DOOD   |
| EAP | DAGOL  | UKUP   |
| 19  | 19   | HERB EXTRACT   |
| -   | The state of the s | A STATE OF THE PARTY OF THE PAR |

RELATIONSHIP CHART

Don't go off with strangers

#### CHARACTER DATA

#### 

| 1 | ingshot  |       |  |
|---|--|-------|--|
|   | Element  | Earth |  |
|   | A STATE OF THE PARTY OF T |       |  |

| _ | - Charles and the Control of the Con |      |  |
|---|--|------|--|
| - |  |      |  |
| - | Goblin Suit  |      |  |
| - | Element  | None |  |

Reference [pg288]

Eagle Crest

| ı | ×     | ×    | 1    |     | ×    | •   |
|---|-------|------|------|-----|------|-----|
|   | 10    | HP   | ATT3 | DEF | EVA) | DCK |
|   | 3     | 109  | 31   | 29  | 23   | 85  |
|   | 25    | 518  | 79   | 85  | 90   | 110 |
|   | 50    | 984  | 133  | 150 | 167  | 139 |
|   | 75    | 1450 | 188  | 214 | 244  | 168 |
|   | MAX   | 1897 | 241  | 276 | 318  | 196 |
|   | GRADE | E    | E    | D   | A    | C   |

\* \$ \$ \$ \$

POT PAR BLD BND FRZ BIZ CON COR PET DITH

RESISTANCES

AUTO CURE

|                       | FOLINIES |
|-----------------------|----------|
| THOUGHT PROCESS       | SKILL    |
| BRAVE > BRAVE > BRAVE | AUTO CU  |

| WILLINGNESS TO      | ACCEPT   | ORDERS |
|---------------------|----------|--------|
| ATTACKENENY CURE FE | TEND BAC | KUP    |

ENCOUNTER MASON

| ATTACK ENEMY<br>POSSIBLE | CURE FRIEND<br>CAN'T ENACT | BE BALT<br>IMPOSSIBLE    |
|--------------------------|----------------------------|--------------------------|
| BACKAWAY<br>POSSIBLE     |                            | USE VOLTY<br>CAN'T ENACT |
| -                        |                            | <br>-                    |

| TYPE   | NAME        |       | ELEMENT | RANGE |  |
|--------|-------------|-------|---------|-------|--|
|        | Tackle Move |       |         | Short |  |
| Attack | Slingshot   | -     | Earth   | Long  |  |
| ARC    | KNOCK BACK  | POWER | EFFECT  | -     |  |
| 60     | 1           | 1     | -       | _     |  |
| 0      | 0.5         | 1     |         | _     |  |

## GATHERING FRIENDS

## REQUIREMENTS

CEVEL TUMING AN ECCENTRIC VISITOR

talk to him three times.

#### DIRECTIONS

 Kick Mason three times and answer "Sure" when asked to play a game.

Mason has hidden himself. Find and talk to him the

SCHEDULE WORKSON

All Day Shangri La (4)





SECOND HIDING PLACE



FIRST HIDING PLACE





A dark elf who loves to read and spend most of his time with books. He reads about elves and other races and has become very knowledgeable. He particularly likes original works, especially those by human authors. He is pretty laid-back most of the time, but if something catches his interest he can get quite excited.

DAGOL DROP
198 HERB EXTRACT ENCOUNTER



Work in the together

## CHARACTER DATA

| Leaf Clothes<br>Element  | None |
|--------------------------|------|
| A Control of the Control |      |



THOUGHT PROCESS

WINO OEFENSE \* |

| RES             | 15 IAN | CES  |  |        |
|-----------------|--------|--|--|--------|
| POT             | PAR    | BLD  | BND  | FRZ    |
| ×               | ×      | ×  | ×  | ×      |
| BLZ             | CON    | CUR  | PET  | DTH    |
| ×               | ×      | ×  | ×  | ×      |
| and the same of | -      | Control of the last of the las | The same of the sa | A.como |



| WILLIA OIN   |             |        |             |
|--------------|-------------|--------|-------------|
| ATTACK ENEMY | CURE FRIEND | BACKUP | BE BATT     |
| OSSIBLE      | CAN'T ENACT |        | POSSIBLE    |
| BACK AWAY    | PLAY DEAD   | GONUTS | USEVOLTY    |
| OSSIBLE      | POSSIBLE    |        | CAN'T ENACT |
|              |             | -      |             |

| Derrotte Control | -      | THE OWNER AND ADDRESS OF THE OWNER AND ADDRESS | The same of the same of | ALCOHOL: N | -     |
|------------------|--------|--|-------------------------|------------|-------|
| ATTAC            |        |  |                         |            |       |
| TYPE             | NAME   |  |                         | ELEMENT    | RANGE |
| Attack           | Fireba | 11   |                         | Fire       | Long  |
| Attack           |        | ing Bolt   |                         | Wind       | Long  |
| ARC              | KNO    | CK BACK  | POWER                   | EFFECT     | 1000  |
| 0                |        | 0.5  | 1.3                     | Blaze 1.0  |       |
| 0                |        | 1  | 1.6                     | -          | _     |

| 002   | AP.  | ATT3 | DEF | eva. | 063 |
|-------|------|------|-----|------|-----|
| 10    | 254  | 66   | 70  | 36   | 29  |
| 27*   | 810  | 117  | 125 | 85   | 54  |
| 50    | 1563 | 188  | 199 | 152  | 87  |
| 75    | 2381 | 264  | 280 | 225  | 124 |
| MAX   | 3166 | 337  | 357 | 295  | 160 |
| GRAOE | В    | В    | В   | A    | D   |

Mikey is level 27 when he becomes available

## REQUIREMENTS

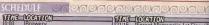
DENTE THAN FIVE TIMING IGAWAIN'S VISIT TO FORT LEVELS BELOW MIKEY. HELENCIA

SUBMISSION

## DIRECTIONS

NON-MUMANS

Talk to Mikey when he is reading in the Brewery between 22:05 and 1:55. Offer to tell him a story. Do this once a day for a total of three days.



21:15 Forest Metro 0:00 Brewery 18:15 Forest Metropolis 1st Floor (3) 18:45 Forest Metropolis 1st Floor (2) 21:45 Brewery



GREEN GOBLIN

Monki is a green goblin comic. He used to be part of a trio with Gob and Aesop, but they disbanded after a certain incident. Now he is part of the Comedy duo "Monki Magic" with Aesop. He plays the fall guy, but most of the

time he just spouts random nonsense. EXP DAGOL DROP ENCOUNTER



**CHARACTER DATA** 

Goblin Suit Element

# 

### RESISTANCES Snatula Element None

| POT | PAR | BLD  | ) B | ND | FRZ      |
|-----|-----|------|-----|----|----------|
| 817 | CON | COT  |     | X  | X<br>DTH |
|     | -   |      |     |    |          |
| ×   | ×   | 3    |     | ×  | •        |
| 100 | L., | ATTS | -   | -  | DCK      |

1270 132 158 169

1902 193 231 227

MAX 2510 251 301 282 GRAOE O E

Monki is level 26 when he become

available to recruit.

|    |     | 11.7 |
|----|-----|------|
| 13 | FRZ | AU   |
|    | ×   | POS  |
|    | DTH | BA   |
| Ì  | •   | POS  |
| n  | DC3 | -    |
| 7  | 50  | AI   |

126

| WILLINGNE                | SS TO ACCI | EPT ORDE           | RS   |
|--------------------------|------------|--------------------|------|
| ATTACK ENEMY<br>POSSIBLE |            | BACKUP<br>POSSIBLE | in a |

|                |          | CAN'T ENACT           | POSSIBLE           | MPOSSIBLE   |
|----------------|----------|-----------------------|--------------------|-------------|
|                | POSSIBLE | PLAY DEAD<br>POSSIBLE | CONUTS<br>POSSIBLE | CAN'T ENACT |
| Name of Street | ATTACKS  | - "                   |                    |             |

| YPE    | NAME           |       | ELEMENT | RANGE  |
|--------|----------------|-------|---------|--------|
| Attack | Spatula Attack |       | None    | Short  |
| Attack | Pouch Pitch    |       | None    | Long   |
| IKC    | KNOCK BACK     | POWER | EFFECT  |        |
| 90     | 0.5            | 1     | _       |        |
| 0      | 0.5            | 0.5   | Confu   | se 1.2 |

SKTLL



REQUIREMENTS LEVEL STRAING 24 AN ECCENTRIC VISITOR

## DIRECTIONS

• Encounter Gob, Aesop, and Monki in the Dorse Region (1).

Pight and defeat the trio. Select "Let them go."

0.00 Dorse

|                  | (10 PX |                                | rock  | <b>TUTO O TO O TO O TO O TO O TO O TO O TO</b> |
|------------------|--------|--------------------------------|-------|--|
| Region (6)       | TUCI3  | OGATION<br>On stage with Aesop | THE   | Goes off to practice his act                   |
|                  | 12:00  | On stage with Aesop            | 20:00 | Goes off to practice his act                   |
| behind the stage | 117:00 | Leaves the stage               |       | Returns to the noth                            |

THOUGHT PROCESS

TIMID > TIMID > TIMID



Naom is a dwarf village miner. Every year he hopes to devote some more tir to his shield-collecting hobby, but he must take care of the work from the dwarf elder first. Still, he is absorbed in acquiring, caring for and learning about shields. He loves his hobby more than his work, but he is a naturally serious man who hates to cut corners on the job.

EXP DAGOL DROP 178 9 HERB EXTRAC ENCOUNTER



## CHARACTER DATA

o de la compación de la compac

| Shovel Claw<br>Element | None |
|------------------------|------|
| Shovel Claw            |      |

| KESISTILIOES |     |     |     |     |  |  |
|--------------|-----|-----|-----|-----|--|--|
| POT-         | PAR | BLD | BND | FRZ |  |  |
| •            | ×   | ×   | ×   | ×   |  |  |
| BLZ          | CON | CUR | PET | DTH |  |  |
| ×            | ×   | ×   | ×   | ×   |  |  |
|              | L   |     |     | -   |  |  |

DECICTANCES

| WILLINGNESS TO ACCEPT ORDERS |                       |                    |             |  |  |  |  |
|------------------------------|-----------------------|--------------------|-------------|--|--|--|--|
| ATTACK ENEMY<br>POSSIBLE     | CURE FRIEND           | POSSIBLE           | POSSIBLE    |  |  |  |  |
|                              | PLAY DEAD<br>POSSIBLE | CONUTS<br>POSSIBLE | CAN'T ENACT |  |  |  |  |

SKTIL

IFUSE ★ ☆ ☆ ☆

|       |      |     |     | -    | -   |
|-------|------|-----|-----|------|-----|
| W     | HP   | ATK | DEF | EWA: | LCK |
| 11    | 383  | 70  | 76  | 34   | 17  |
| 25    | 1062 | 115 | 123 | 54   | 39  |
| 50    | 2274 | 195 | 207 | 91   | 78  |
| 75    | 3478 | 276 | 291 | 128  | 118 |
| MAX   | 4652 | 354 | 371 | 164  | 156 |
| GRAOE | A    | В   | A   | E    | E   |

| F   | Cloth Aprox | 1     |
|-----|-------------|-------|
|     | Element     | Earth |
| 160 | UGHT PRO    | CESS  |

BRAVE > BRAVE > TIMIO

Element

|   | _   |
|---|-----|
|   | Ŀ   |
| - | 1   |
|   |     |
|   | 1   |
|   | IJ. |

| ACKS |               | PREVENT CUR |
|------|---------------|-------------|
| NAME | ELEMENT RANGE | ARC         |

| TYPE  | NAME            |     | ELEMENT | RANGE | ARC | KNOCK BACK | POWER | EFFECT     |
|-------|-----------------|-----|---------|-------|-----|------------|-------|------------|
|       | Spin Attack     | 0-0 | None    | Short | 360 | 1.3        | 0.7   | Knock Back |
| Other | Piercing Thrust |     | None    | Short | 40  | 0.5        | 1     | _          |

GATHERING FRIENDS

REQUIREMENTS LEVEL TIMING 6 REUNITING WITH PARSEC

DIRECTIONS O Talk to Naom. CHIDDLE IS HORE VIOLATION) CONTROL OF CONTROL

|       |                    |       | THE PARTY OF STREET STREET |
|-------|--------------------|-------|----------------------------|
| DON'S | DOGATION           | 5003  | LOGATIZON                  |
| 0:00  | Dormitory Room 102 | 14:50 | Dwarf Tunnel I (1)         |
| 4:20  | Dormitory          | 15:40 | Earth Valley               |
| 4:40  | Earth Valley       | 17:30 | Triston Armory             |
| 6:40  | Dwarf Tunnel I (1) | 21:20 | Earth Valley               |
| 7:40  | Dwarf Tunnel I (3) | 21:40 | Dormitory                  |
| 8:25  | Dwarf Tunnel I (2) | 23:00 | Dormitory Room 102         |
| 14:00 | Dwarf Tunnel I (3) |       |                            |
|       |                    |       |                            |

SCHEDULEU TO LOT All Day Fort Helencia Passage

Recruits

BLACK GOBLIN

Niko is a black goblin poet. He likes high places so that's where he can always be found, composing new poems while gazing at the scenery. If you didn't know he was in the process of writing, you'd think he was some confused goblin who had lost his way.

DAGOL DROP 17 TOAOSTOOL POWOER

ENCOUNTER



## CHARACTER DATA

ഉയ്യെത്യത്യത്യത്യത്യത്യത്യത്യത്യത്.



Element

THO



| -     |      | Marin | melin | -Same | -    |
|-------|------|-------|-------|-------|------|
| 007   | AP-  | ATK   | DEF   | EVA   | LCK. |
| 12    | 208  | 70    | 68    | 42    | 91   |
| 25    | 678  | 105   | 105   | 62    | 119  |
| 50    | 1584 | 173   | 177   | 102   | 175  |
| 75    | 2489 | 241   | 249   | 141   | 230  |
| MAX   | 3359 | 307   | 318   | 180   | 283  |
| GRAOE | В    | C     | C     | 0     | A    |

| VGHT PROCESS      | SKTO         |   | - |   |   | _ |
|-------------------|--------------|---|---|---|---|---|
| D > TIMID > TIMIO | PREVENT BIND | * | ☆ | ₩ | 台 | Û |
|                   |              |   |   |   |   |   |

| WILL    | INGNESS     | TO    | ACCEPT  | ORDERS  |
|---------|-------------|-------|---------|---------|
| A-1-100 | VENERAL COL | OF FE | TEND PA | CMID BI |

BATT AUTACKE POSSIBLE CAN'T ENACT CONUTS USEVOLTY BACK AWAY PLAYDEAD

| ATTACI | 12         |            |       |            |        |  |
|--------|------------|------------|-------|------------|--------|--|
| TYPE   |            | ME         |       | ELEMENT    | RANGE  |  |
| Attack | Cr         | oss Cut    |       | Earth      | Medium |  |
| Attack | Jump Slash |            |       | Earth      | Medium |  |
| ARC    |            | KNOCK BACK | POWER | EFFECT     |        |  |
| 90     |            |            | 1.0   | Poison 1.0 |        |  |
| 40     |            | 0.5        | 1.2   | Poison 1.0 |        |  |

REQUIREMENTS LEVEL TITMING GOBLIN HAVEN

## DIRECTIONS

Talk to Niko when he is confused, between 11:05 and 14:00 or 22:05

TO THE PROPERTY OF THE PROPERT

| 577073 | 00000000                    | 5003  | TOCATION  IFalls off and wakes up | THE   | Goes to sleep on the stairs |
|--------|-----------------------------|-------|-----------------------------------|-------|-----------------------------|
| 0.00   | Goblin Haven (1)            | 11:00 | Falls off and wakes up            |       |                             |
| 2:00   | Wakes up                    | 14:00 | Goes to sleep on the stairs       |       | Falls off and wakes up      |
| 6:00   | Goes to sleep on the stairs | 17:00 | Wakes up                          | 23:00 | Goes to sleep on the stairs |
| -      |                             |       |                                   |       |                             |

Captain and self-appointed intellectual leader of the black goblin operation unit. From his position next to the goblin leader, he goes on and on about his theories of the black goblins' racial superiority. No one really listens to him,

EXP DAGOL DROP

59 TOAOSTOOL POWOER ENCOUNTER

RELATIONSHIP CHART Won't accept his Doesn't take him seriously

෨෧෨෧෨෧෨෧෨෧෨෧෨෧෨෧෨෧෧෧

|     | Toadstool 8 | Blade |
|-----|-------------|-------|
| 26  | Element     | Earth |
|     |             |       |
| BEN | Tondata I C |       |

Element Power Bangle Reference [pg287]

THOUGHT PROCESS

TIMIO > TIMIO > TIMID

| -1 | KES  | 191A | IVCL | 10  |      |     |
|----|------|------|------|-----|------|-----|
|    | POT  | PAR  | BLI  | B   | VD ( | FRZ |
| "  | RI.Z | CON  | 07   |     | A    | A   |
|    | A    | •    | 1    |     | A    | A   |
|    | 00   | æ    | ATB  | DEF | EVA  | DCK |
|    | -    | -    | _    |     | -    | -   |
| 1  | 26   | 406  | 124  | 103 | 192  | 228 |
|    |      |      |      |     |      |     |

| WILLINGNESS TO ACCEPT ORDERS |                       |          |             |  |  |  |  |
|------------------------------|-----------------------|----------|-------------|--|--|--|--|
| ATTACKENENY<br>POSSIBLE      | CAN'T ENACT           | POSSIBLE | POSSIBLE    |  |  |  |  |
| POSSIBLE                     | PLAY DEAD<br>POSSIBLE | POSSIBLE | CAN'T ENACT |  |  |  |  |

|                   |     | -   |               |
|-------------------|-----|-----|---------------|
| 26 406 124        | 103 | 192 | 228           |
| 50 1475 191       | 184 | 214 | 257           |
| 75 2588 260       | 269 | 237 | 289           |
| MAX 3658 328      | 350 | 260 | 319           |
| GRADE A C         | В   | В   | A             |
| -                 | -   | -   | disconnected. |
| SKILL             |     |     | -             |
| EARTH DEFENSE   * | ☆!  | 合合  | 14            |

| TYPE   | NAME      |          | ELEMENT    | DAMES -         |  |
|--------|-----------|----------|------------|-----------------|--|
|        | Cross Cut |          | Earth      | RANGE<br>Medium |  |
| Attack | Jump Slas | h core   | Earth      | Medium          |  |
| 90     | KNOCKE    | CK POWER | EFFECT     | on 1.0          |  |
| 40     | 0.5       | 1.2      | Poison 1.0 |                 |  |

REQUIREMENTS LEVEL TUCING 21 GOBLIN HAVEN

DIRECTIONS

Talk to him and defeat him three times in a row.



CHEDULE CARROLLE All Day Gobin Haven (1)



Pitt is the youngest of the light elves. He does not know much about the world and harbors no ill will toward any other species. He leads a carefree life, talking to anyone he meets in his wanderings around the village. He is curious like any child, and finds en joyment in the simplest of activities.



CHARACTER DATA

ENCOUNTER







DAGOL DROP

| WILLINGN               | ESS TO ACC                 | EPT ORDE           | RS                    |
|------------------------|----------------------------|--------------------|-----------------------|
| AUTACKENEM<br>POSSIBLE | CURE FRIEND<br>CAN'T ENACT | BACKUP<br>POSSIBLE | BE BATT<br>IMPOSSIBLE |
| BACKAWAY               | PLAY DEAD                  | CONUTS             | USEVOLTY              |

| 00    | Œ.   | ATK | DEF | EVA | LCK |
|-------|------|-----|-----|-----|-----|
| 16    | 328  | 85  | 90  | 56  | 38  |
| 28*   | 722  | 121 | 121 | 80  | 58  |
| 50    | 1445 | 189 | 178 | 125 | 95  |
| 75    | 2267 | 265 | 243 | 176 | 138 |
| MAX   | 3055 | 339 | 305 | 225 | 178 |
| GRAOE | В    | В   | C   | C   | D   |

THOUGHT PROCESS PASSIVE > PASSIVE > PASSIVE

| SITTO         |   | - |   |   |    |
|---------------|---|---|---|---|----|
|               |   |   |   | - | _  |
| WATER DEFENSE | 3 | ☆ | 쇼 | 会 | r) |

| TIPE   | ATTAC   |              |  |         |       |     |            |       | ble to recruit.  |
|--|---------|--------------|--|---------|-------|-----|------------|-------|--|
| Attack Leaf Barrier 0-0 Wind Short 360 1.5 0.9 | 7-00-   | NAME         |  | ELEMENT | RANGE | ARC | KNOCK BACK | POWER | EFFECT   |
| Attack Leaf Barrier 0-9 Wind Short 360 1.5 0.9 | Restore | Forest Drop  | Circumstance and Circum | -       | -     | 1 - |            |       |  |
| Attack Light Bow None Long 0 0.5 14            | Attack  | Leaf Barrier | 0~0  | Wind    | Short | 360 | 1.5        | 0.9   | Tal yets Wax HP  |
|  | Attack  | Light Bow    |  | None    | Long  | 0   | 0.5        | 1.4   | Annual Control of the |

REQUIREMENTS LEVEL TUMING DEFEATING GAWAIN

| DI | RECTIONS      |
|----|---------------|
| 0  | Talk to Pitt. |

| SCHI |                              | <u>e</u> ae | MO M |
|------|------------------------------|-------------|--|
| 0:00 | LOCATION                     | TUNE        | ROGATITON                                |
| 3:10 | City of Flowers Meeting Area | 10:30       | City of Flowers                          |
| 4:00 | Flying                       | 10.40       | City of Flowers Meeting Area             |
| -    |                              |             |  |

# POLPO

The black goblin chef. Though a master of flavors, he is completely lacking in aesthetic sense and the food he produces is awful to look at. It does taste wonderful-if only someone could tell him how to make it look edible, he could be hailed as a culinary genius. He is interested in new cuisine and dishes that other folk won't eat.

DAGOL DROP ENCOUNTER



## CHARACTER DATA

EATHOLOVER DEATHOLOVER



BE BATT

USEVOLTY

CAN'T ENACT

### Toadstool Lance Earth Element

Toadstool Suit Element None

# POT PAR BLD BND FRZ BLZ CON CUR PET DIA

| W     | AP-  | ATK | DEF | EVA | D.CK |
|-------|------|-----|-----|-----|------|
| 13    | 207  | 75  | 80  | 42  | 92   |
| 25    | 642  | 109 | 118 | 63  | 120  |
| 50    | 1548 | 180 | 198 | 109 | 178  |
| 75    | 2454 | 252 | 278 | 154 | 236  |
| MAX   | 3324 | 320 | 356 | 198 | 292  |
| CDAGE | D    | C   | D   | 0   | Λ    |

A O A A A

| THOUGHT PROCESS  | SKILL  |   |   |   |   |  |
|--|--|---|---|---|---|--|
| 8RAVE > BRAVE > TIMIO  | EARTH DEFENSE  | * | ☆ | ☆ | ☆ |  |
| The second secon | Empression and Control of the Contro |   |   |   | - |  |

RESISTANCES

WILLINGNESS TO ACCEPT ORDERS ATTACKENENY CURE FRIEND BACKUP

| POSSIBLE  | CAN'T ENACT | POSSIBLE |
|-----------|-------------|----------|
| BACK AWAY | PLAY DEAD   | GONUTS   |
| POSSIBLE  | POSSIBLE    | POSSIBLE |
|           |             | A        |

| AT | TA | C | K! | 3 |
|----|----|---|----|---|
| -  | ~  |   | in | ^ |

|   | AI IAU.             |     |              |       |         | and a  |  |
|---|---------------------|-----|--------------|-------|---------|--------|--|
| ľ | TYPE                | N   | ME           |       | ELEMENT | RANGE  |  |
|   | Attack              | Pil | ke Thrust    |       | Earth   | Medium |  |
|   | Attack Sweep Thrust |     |              |       | Earth   | Medium |  |
|   | Other Ar            |     | Inoying Laug | h     |         |        |  |
|   | ARC                 | -   |              | POWER | EFFECT  |        |  |
|   | 40                  |     | 0.5          | 1     | Pois    | on 1.0 |  |
|   | 200                 |     | 1            | 0.8   | Pois    | on 1.0 |  |
|   |                     |     |              |       |         |        |  |

REQUIREMENTS LEVEL TUNING 8 DEFEATING GAWAIN

## DIRECTIONS

Talk to him between 10:55 and 6:00 to find out that he is in need of three Deathclover Larvae.

- Collect the three items from the Sediche Region (1), Sediche Region (2), and Sediche Region (3
- Return to Polpo and give him the three Deathclover Larvae.

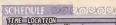


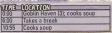


Sediche Region (3)



Sediche Region (4)









BLACK GOBLIN

A black goblin wolfrider who is often found in the company of his beloved wolf, Happy. They say that the pair have been friends since Happy saved Ricky from a vicious matango, but no one knows if that is true or not.

DAGOL DROP

ENCOUNTER



50

MAX 3587 389 270 298

GRADE A

AP ATK DEF EVA LCK

116 1599 215 165 157 146

2613 304 219 229 195

papapapapapapapapapapa



loadstool Lance Element

Toadstool Suit Element None



THOUGHT PROCESS 8RAVE > BRAVE > TIMIO

| RESI | STAN  | CES   |     |     |
|------|-------|-------|-----|-----|
| POI  | PAR   | BLD   | BND | FRZ |
| •    | A COM | COVED | A   | A   |

PATTACKS

A

WILLINGNESS TO ACCEPT ORDERS

| ATTACK ENEMY                              | CURE FRIEND                             | BACKUP   | BE BATT  |
|---|---|----------|--|
|   | CAN'T ENACT                             |          | POSSIBLE   |
| BACK AWAY                                 | TO AN DEAD                              | GO/WC30  | 0000000000000  |
|   | PLAY DEAD                               |          | USEVOLTY   |
| POSSIBLE                                  | POSSIBLE                                | POSSIBLE | CAN'T ENACT  |
| keeren een een een een een een een een ee | Anna Anna Anna Anna Anna Anna Anna Anna |          | AND DESCRIPTION OF THE PARTY OF |

| 6 | SXTO          |   |   |   |   |   |  |  |  |
|---|---------------|---|---|---|---|---|--|--|--|
|   | PREVENT CURSE | * | * | ☆ | ¢ | 8 |  |  |  |

| TYPE   | NAME             |     | ELEMENT  | RANGE   | ARC  | KNOCK BACK  | POWER   | EFFECT  |
|--------|------------------|-----|--|---|--|---|---|---|
|        |                  |     | None   | Short   | 40   | 1   | 1.1   | reser   |
| Attack | Combo Thrust     | 0   | Earth  | Short   | 40   | 0.6   | 1   | Knocks Upward   |
|        |                  | 0   | Earth  | Medium  | 40   | 1.3   | 1.1   | Poison 1.0, Knock Back  |
| Attack | Pike Swing       | 0-0 | Earth  | Medium  | 120  | 1   | 1.1   | Poison 1.0  |
|        | Attack<br>Attack |     | TYPE NAME Attack Wolf Fang Attack Combo Thrust | TYPE NAVE EASTERN Attack Wolf Fang None Attack Combo Thrust | TYPE         NAME         SEPTENT         CANCE           Attack         Vool Fang         None         Short           Attack         Combo Thrust         ● Earth         Short           ● Earth         Medium | TYPE         NAME         EXPLEST         RANGE         ARC           Attack         Wolf Fang         None         Short         40           Attack         Combo Thrust         ●         Earth         Short         40           ●         Earth         Medium         40 | Type         NAME         ELEVENT None         RANGE Short         ACC NOCKEAS           Attack         Wolf Fang         None         Short         40         1           Attack         Combo Thrust         ●         Earth         Medium         40         0.6           ●         Earth         Medium         40         1.3 | Type         NAME         2457/51         RANGS         ARG         NOCKBACK         ROME           Attack         Wolf Fang         None         Short         40         1         1.1           Attack         Combo Thrust         ■         Earth         Short         40         0.6         1           ■         Earth         Medium         40         1.3         1.1 |

Recruits

# RICKY (CONT.)

REQUIREMENTS

LEVEL TUMING 22 REUNITING WITH PARSEC

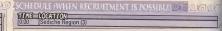
## DIRECTIONS

Talk to Ricky to learn that Happy is missing.

Talk to Happy in the Sediche Region (page 172) and agree to give him an Herb Extract.

Talk to Ricky

0:00 | Sediche Region (3 9:00 Sediche Region (2) 9:45 Sediche Region (3) 16:20 Sediche Region (2) Sediche Region (2 Sediche Region (2)





# RIKA DARK FLF

Rika is a member of the dark elf band. She was originally a biological researcher, but after discovering the effect music has on living things, she joined the band. She has learned that some music has a soothing effect, and is now trying to use it to rid the world of war. She is very quiet and usually keeps to herself. DAGOL DROP

ENCOUNTER



**CHARACTER DATA** 

# 



RESISTANCES POT PAR BLD BND FRZ CON CUR PET DTH

| ×     | ×    | ,   |     | ×   | ×    |
|-------|------|-----|-----|-----|------|
| 002   | GP.  | ATK | DEF | EVA | DCR. |
| 19    | 367  | 97  | 91  | 68  | 48   |
| 25    | 580  | 115 | 111 | 78  | 55   |
| 50    | 1472 | 191 | 198 | 124 | 87   |
| 75    | 2364 | 267 | 285 | 169 | 120  |
| MAX   | 3219 | 339 | 368 | 213 | 151  |
| CRACE | D    | 0   | A   | C   | C    |

STATUS CURE | \* | & | &

SKM

| WILLINGNESS TO ACCEPT ORDERS |                    |          |           |  |  |  |  |  |
|------------------------------|--------------------|----------|-----------|--|--|--|--|--|
|                              | CURE FRIEND        | BACKUP   | BE BATT   |  |  |  |  |  |
|                              | POSSIBLE PLAY DEAD | POSSIBLE | POSSIBLE  |  |  |  |  |  |
| DOCCUDIC                     | DOCCULA            |          | USE VOLTY |  |  |  |  |  |

| ATTAC   | KS    |                     |       |         |                    |
|---------|-------|---------------------|-------|---------|--------------------|
| Attack  |       | WE eball            |       | Fire    | RANGE              |
| Restore | Не    | aling<br>KNOCK BACK | DAMER | 111191  |                    |
| 0       | 0 0.5 |                     | 1.3   |         | e 1.0              |
| -       |       |                     | _     | Restore | s 20% of<br>May HP |



REQUIREMENTS DEVEL TIMING

14 FRIENO TUTORIAI

## DIRECTIONS

Talk to Rika in Room (3). Take her Quiz and answer three consecutive questions correctly. Rika's quiz is only available once per day.

## DIVAR OUT

THOUGHT PROCESS

PASSIVE > BRAVE > BRAVE

| NAS QUE.   | Samana             |
|--|--------------------|
| Of what animal hair is a violin bow made of?           | Horse              |
| What does 🔓 signify?                                   | Eighth             |
| What is the name of the famous green goblin guitarist? | Donkey             |
| What is the name of the music-loving light elf?        | Pitt               |
| What does # mean?                                      | Half a note higher |
| What is the name of the famous dark elf percussionist? | Martinez           |

| (AVE). What is the note that is half the length of a whole note?     | Half note |
|--|-----------|
| How many white keys are there in an octave on a keyboard instrument? | 7         |
| How many strings does a guitar have?                                 | 6         |
| Which music is done in triple time?                                  | Nocturne  |
| What is the meaning of Allegro?                                      | Faster    |



Romaria DARK ELF

A dark eff who likes to think of herself as a freedom fighter when she storms in to rescue people in trouble. Her mission in life is to rid the world of evil, although her sense of who is bad and who is good depends upon whether she likes a person or not, rather than universal principles of right or wro

|                                  | Total Holoc  | ance to the people aro | ound her.            |  |
|----------------------------------|--------------|------------------------|----------------------|--|
| EXP<br> 311                      | DAGOL<br>256 | DROP<br>BELL AMULET    | ENCOUNTER<br>ROMARIA |  |
| The real Property lies, the last |              |                        |                      |  |



Romaria (CONT.)

BACKAWAY PLAY DEAD GONU



PASSIVE > BRAVE > BRAVE



| WILLINGNE                | SS TO ACC   | EPT ORDE | RS |
|--------------------------|-------------|----------|----|
| ATTACK ENEMY<br>POSSIBLE | CURE FRIEND | POSSIBLE | PO |

| )        | BE BATT     |
|----------|-------------|
| E        | POSSIBLE    |
| G        | USEVOLTY    |
| E        | CAN'T ENACT |
| ennannon | -           |

| LV-   | HP=  | ATT3 | DEF | EVA | LCX. |
|-------|------|------|-----|-----|------|
| 15    | 305  | 91   | 87  | 67  | 53   |
| 25    | 623  | 123  | 118 | 87  | 68   |
| 50    | 1420 | 203  | 198 | 137 | 108  |
| 75    | 2217 | 284  | 277 | 188 | 148  |
| MAX   | 2982 | 362  | 354 | 236 | 187  |
| COANE | 0    | D    | D   | D   | D    |

| SKTLL  | -        | - | -      | -      | _ |
|--|----------|---|--------|--------|---|
| WIND OFFENSE   | *        | ☆ | 众      | ☆      | 於 |
| ALTO DE LA COLONIA DE LA COLON | - margan | - | housed | herend | - |

| ATTACI         | KS               |   |      |       |     |            | GRAOE    | C     | В      | В       | B [ [           |
|----------------|------------------|---|------|-------|-----|------------|----------|-------|--------|---------|-----------------|
| TYPE<br>Attack | NAME<br>Fireball | 0 | Fire | RANGE | ARC | KNOCK BACK | POWER 13 | EHE C | Bla    | 7e 1 0  | -               |
| Restore        | High Healing     | 1 | -    | _     | _   | _          | _        | Rest  | HP, Cu | % of Ta | rget's<br>Party |

| REQU  | IREMENTS        |
|-------|-----------------|
| LEVEL | TIMING          |
| 10    | FRIEND TUTORIAL |

## DIRECTIONS

| Ì | 0 | Def | eat | Rom | aria | in a | Kic | king | Dı | uel. |  |
|---|---|-----|-----|-----|------|------|-----|------|----|------|--|
|   |   |     |     |     |      |      |     |      |    |      |  |

| SCHEDULE         | (P) (2) | (e)(a)(c) | MOC | Male | 100 | (a) (a) (a) | 1000 | ac. |
|------------------|---------|-----------|-----|------|-----|-------------|------|-----|
| C33772-0-0007-37 |         |           |     |      |     |             |      | 102 |

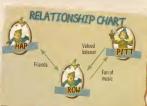
| TOMES. | LOGATITON                       |       | DOGATION                        |
|--------|---------------------------------|-------|---------------------------------|
| 0:00   | Room (5)                        | 20:15 | Forest Metropolis 1st Floor (1) |
| 3:10   | Forest Metropolis 2nd Floor (2) | 20:45 | Forest Metropolis 1st Floor (2) |
| 3:25   | Forest Metropolis 1st Floor (2) | 21:00 | Forest Metropolis 2nd Floor (2) |
| 3:50   | Forest Metropolis 1st Floor (1) | 21:20 | Room (5)                        |
| 4:20   | Nowem Region (5)                |       |                                 |





Row is a light elf who likes to collect beautiful things and is always quick to find out if visitors have such objects. If they do, she is very good at cheating them out of their possessions. When she finds a treasure more beautiful than her own, she quickly becomes obsessed with making it her own.

| EXP  | DAGOL | DROP        | ENCOUNTER |
|------|-------|-------------|-----------|
| 1058 | 294   | BELL AMULET | ROW       |



## CHARACTER DATA

හෙම් වෙන්ම වෙ



|   | KESISTANGES |     |     |     |     |  |  |
|---|-------------|-----|-----|-----|-----|--|--|
| 9 | POI         | PAR | BLD | BND | FRZ |  |  |
| ı | 0           | ×   | ×   | ×   | 0   |  |  |
| ١ | BLZ         | CON | CUR | PET | DTH |  |  |
| ı | 0           | 0   | ×   | ×   |     |  |  |

| WILLINGNES    | S TO ACCEPT ORDERS     |
|---------------|------------------------|
| ATTACKENEMY C | URE FRIEND BACKUP BE B |

| ATTACK ENEMY | CURE FRIEND | BACKUP   | BE BATT     |
|--------------|-------------|----------|-------------|
| POSSIBLE     | CAN'T ENACT | POSSIBLE | IMPOSSIBLE  |
| BACK AWAY    | PLAY DEAD   | GONUTS   | USEVOLTY    |
|              | POSSIBLE    |          | CAN'T ENACT |

| 1 |       |      | -       | -   | -          | _    |
|---|-------|------|---------|-----|------------|------|
|   | 002   | MP.  | ATK     | D77 | GM-        | n/an |
|   | LV    | W.   | WIV.    | DEL | SW.        | LUN  |
|   |       |      | 2000000 |     | arminoson. | _    |
|   | 29    | 577  | 130     | 125 | 110        | 41   |
|   | 50    | 1296 | 187     | 176 | 146        | 84   |
|   | 75    | 2154 | 256     | 238 | 190        | 135  |
|   | MAX   | 2976 | 322     | 298 | 233        | 185  |
|   | GRAOE | C    | C       | D   | В          | D    |

Recruits

## THOUGHT PROCESS PASSIVE > PASSIVE > PASSIVE

| Management considerates or transport and a consequence of the |   |     |   |   |     |
|---|---|-----|---|---|-----|
| SXTO  | Ţ | -   | _ |   | _   |
| WATER DEFENSE   | * | 177 | 습 | 슙 | 1/2 |

| AT | T | 1C | K | Š |
|----|---|----|---|---|
| W  | E |    | C | C |

|   | ATTACI | KS            |     |         |       |     |            | -     |                                 |
|---|--------|---------------|-----|---------|-------|-----|------------|-------|---------------------------------|
| 5 | TYPE   | NAME          |     | ELEMENT | RANGE | ARC | KNOCK BACK | POWER | EFFECT                          |
|   |        | Earth Needles |     | None    | Long  | 0   | 0.5        | 1.3   | Ignores Guard, Knocks<br>Upward |
| į | Attack | Leaf Barrier  | 0-0 | None    | Short | 360 | 1.5        | 0.9   | _                               |
|   | Attack | Light Bow     |     | None    | Long  | 0   | 0.5        | 1.4   | _                               |

## REQUIREMENTS



DIRECTIONS

Talk to him to learn that he wants Retrieve the Rainbow Crystal from the Rainbow Crystal.

|   | CHE   | DULE SOR          |
|---|-------|-------------------|
| 1 | 10003 | LOCATION          |
|   | 0:00  | Flying            |
|   | 5:00  | City of Flowers   |
|   | 9:45  | Elder's Residence |
|   | 15:15 | City of Flowers   |
|   | 16:40 | City of Flowers   |
|   |       | Meeting Area      |
|   | 19:15 | City of Flowers   |
|   | 20:00 | Flying            |



SANTOS

DARK FLF

Santos is a member of the dark elf band. He joined because of his admiration for Martinez. He has learned a lot since joining and is now a fabulous musician. Martinez wants him to go solo, but Santos does not feel he is ready. He spends his time combining different sounds an

|      | new me     | usic.        |                      | and creating       | - |
|------|------------|--------------|----------------------|--------------------|---|
| 1 10 | EXP<br>528 | DAGOL<br>223 | DROP<br>HERB EXTRACT | ENCOUNTER   SANTOS |   |



# Santos (CONT.)

## CHARACTER DATA

## 



| RES  | RESISTANCES |     |     |      |  |  |  |
|------|-------------|-----|-----|------|--|--|--|
| POT  | PAR         | BLD | BND | FRZ  |  |  |  |
| ×    | ×           | *   |     | ×    |  |  |  |
| RT X | CON         | CUR | PET | DIH. |  |  |  |

| WILLINGNESS TO  | ACCEPT | ORDERS |
|-----------------|--------|--------|
| ILLELITOR LEGIS |        |        |

| ATTACK ENEMY | CURE FRIEND           | BACKUP | RE BATT     |
|--------------|-----------------------|--------|-------------|
| POSSIBLE     | CAN'T ENACT           |        | POSSIBLE    |
| POSSIBLE     | PLAY DEAD<br>POSSIBLE |        | CAN'T ENACT |

| W     | AP-  | ATK | DEF | EVA | LCK |
|-------|------|-----|-----|-----|-----|
| 20    | 408  | 102 | 105 | 59  | 74  |
| 25    | 620  | 119 | 122 | 67  | 81  |
| 50    | 1680 | 206 | 209 | 108 | 120 |
| 75    | 2740 | 293 | 296 | 149 | 158 |
| MAX   | 3758 | 376 | 379 | 188 | 195 |
| CDADE | Λ    | Λ   | Λ   | 0   | C   |

# THOUGHT PROCESS

| - |   | and the same | -       |         |
|---|---|--------------|---------|---------|
| * | ŵ | ŵ            | 台       | ☆       |
|   | * | * 🕸          | * \$ \$ | * 2 2 2 |

| ATTACKS |      |                |   |         |        |     |            | bissississis | A          |
|---------|------|----------------|---|---------|--------|-----|------------|--------------|------------|
| TW      |      | NAME           |   | ELEMENT | RANGE  | ARC | KNOCK BACK | POWER        | EFFECT     |
| At      | tack | Combo Punch    | 0 | None    | Short  | 40  | 0.5        | 0.8          | -          |
|         |      |                | 0 | None    | Short  | 40  | 0.5        | 1            | man .      |
| At      | tack | High Spin Kick |   | None    | Medium | 200 | 1          | 1.2          | Knock Back |
| At      | tack | Crescent Kick  |   | None    | Short  | 50  | 0.5        | 1.4          |            |

## REQUIREMENTS LEVEL TUMING FRIEND TUTORIAL

## DIDECTIONS

| וע | KECITONS                           |
|----|------------------------------------|
| 0  | Talk to him when Martinez and Rika |
|    | are in your party.                 |

# SCHEDULE PROPRIOR OF COMPANY OF COMPANY

| TIME | LOGATIZON                       | TOTAL | DOGATOON                        |
|------|---------------------------------|-------|---------------------------------|
| 0:00 | Room (3)                        | 9:45  | Room (3)                        |
| 3:15 | Forest Metropolis 2nd Floor (2) | 16:15 | Forest Metropolis 2nd Floor (2) |
| 3:40 | Forest Metropolis 1st Floor (2) | 22:20 | Room (3)                        |
| 9:15 | Forest Metropolis 2nd Floor (2) |       |                                 |



# SERVA DARK ELF

Funny and talkative, he brightens the mood wherever he is. His schedule Consists of working out in the afternoon and drinking at night. He is a little immature for his age, but nobody holds that against him because that's what makes him the humorous, lively elf he is

DAGOL DROP 261 HERB EXTRACT S ENCOUNTER



## CHARACTER DATA

NON-HUMANS

## 



| RES       | ISTAN | CES   |     |     |
|-----------|-------|-------|-----|-----|
| POT       | PAR   | BLD   | BND | FRZ |
| #<br>R)7- | CON   | COOP. | DET | ×   |
| *         | *     | ×     | ×   | ×   |

# WILLINGNESS TO ACCEPT ORDERS

| ATTACK ENEMY | CURE FRIEND | BACKUP   | BE BATT   |
|--------------|-------------|----------|-----------|
| POSSIBLE     | CAN'T ENACT | POSSIBLE | POSSIBLE  |
| BACK AWAY    | PLAY DEAD   | GONUTS   | USEVOLTY  |
| POSSIBLE     | POSSIBLE    | POSSIBLE | CANTENACT |

| LV -  | (IP  | atta | DEF | EVA. | LCK- |
|-------|------|------|-----|------|------|
| 24    | 485  | 122  | 114 | 72   | 70   |
| 27°   | 619  | 131  | 124 | 76   | 74   |
| 50    | 1653 | 205  | 206 | 110  | 106  |
| 75    | 2777 | 285  | 294 | 148  | 140  |
| MAX   | 3856 | 363  | 379 | 184  | 173  |
| GRADE | Α    | В    | A   | D    | D    |

THOUGHT PROCESS Serva is level 27 when he becomes available to recruit. BRAVE > PASSIVE > PASSIVE ATTACKS

|             |      |       |   |   | , |  |
|-------------|------|-------|---|---|---|--|
| (370)       | ANNO |       |   |   |   |  |
| OWET        | 200  | 20000 | _ | _ | _ |  |
| MAX HP PLUS | *    | 京     | ☆ | 상 | 1 |  |
|             |      |       |   |   |   |  |

|        | NAME           |   | ELEMENT | RANGE  | ARC | KNOCK BACK | POWER | EFFECT     |
|--------|----------------|---|---------|--------|-----|------------|-------|------------|
| Attack | Combo Punch    | 0 | None    | Short  | 40  | 0.5        | 0.8   | _          |
|        |                | 0 | None    | Short  | 40  | 0.5        | 1     |            |
| Attack | High Spin Kick |   | None    | Medium | 200 | 1          | 1.2   | Knock Back |
| Attack | Crescent Kick  |   | None    | Short  | 50  | 0.5        | 1.4   |            |

# REQUIREMENTS

DEVEL STATING 22 REUNITING WITH PARSEC

## DIRECTIONS

Talk to Serva when he is training, between 8:45 and 12:00 or 14:00 and 19:00.

Answer "yes" when asked to be his sparring partner, then defeat him. Do this once a day for a total of three days.

## SCHEDILLE (REFORE FORT HELENCI.

| TTME | LOCATION                        | 180003 | DOGG TOOM                       |
|------|---------------------------------|--------|---------------------------------|
| 0:00 | Forest Metropolis 1st Floor (2) | 11:30  | Forest Metropolis 1st Floor (1) |
| 4:00 | Forest Metropolis 1st Floor (1) |        | Forest Metropolis 1st Floor (2) |
| 4:10 | Room (1)                        |        | 1                               |

| TIME  | Fort Helencia Entrance           | 18803 | LOGATION                |
|-------|----------------------------------|-------|-------------------------|
|       | Fort Helencia Entrance           | 19:50 | Fort Helenica Anteroom  |
| 8:15  | Fort Helencia Entrance (Outside) | 23:15 | Fort Helencia Courtyard |
| 19:25 | Fort Helencia Entrance           | 23:30 | Fort Helencia Entrance  |
| 19:35 | Fort Helencia Courtyard          |       |                         |



## CHARACTER DATA

| Grass Clothes<br>Element | Wind | R  |
|--------------------------|------|----|
|                          |      | RI |

| RESISTANCES |     |     |     |     |  |  |
|-------------|-----|-----|-----|-----|--|--|
| POI         | PAR | BLD | BND | FRZ |  |  |
|             |     |     | N N |     |  |  |
| DL.Z        | LUN | LUK | PET | חוע |  |  |

| WILLINGNE   | ESS TO ACCE | EPT ORDE | RS    |
|-------------|-------------|----------|-------|
| ATTACKENEMY |             |          | BE BA |
|             | CAN'T ENACT | POSSIBLE | USEV  |

| 00    | HP   | ATR | DEF | EVA | næ: |  |
|-------|------|-----|-----|-----|-----|--|
| 14    | 296  | 78  | 81  | 56  | 43  |  |
| 25    | 631  | 110 | 107 | 87  | 61  |  |
| 50    | 1392 | 183 | 169 | 158 | 102 |  |
| 75    | 2153 | 257 | 230 | 228 | 144 |  |
| MAX   | 2885 | 327 | 289 | 296 | 183 |  |
| GRADE | C    | C   | n   | Λ   | D   |  |

Recruits

| THOUGI    | HT PRO              | CESS    |
|-----------|---------------------|---------|
| PASSIVE > | PASSIVE :           | PASSIVE |
|           | THE PERSON NAMED IN | -       |

| SKTAL         | - |   | - | - | - |
|---------------|---|---|---|---|---|
| EARTH DEFENSE | * | ☆ | ☆ | ☆ | 公 |

| ATTAC   |              |     |         |       |     |            | - American | Congression manufactured and the second  |
|---------|--------------|-----|---------|-------|-----|------------|------------|--|
| TYPE    | NAME         | -   | ELEMENT | RANGE | ARC | KNOCK BACK | POWER      | EFFEGT   |
| Restore | Forest Drop  |     |         | -     | -   | _          | -          | Restores 20% of<br>Target's Max HP   |
| Attack  | Leaf Barrier | 0-0 | Wind    | Short | 360 | 1.5        | 0.9        |  |
| Attack  | Light Bow    |     | None    | Long  | 0   | 0.5        | 1.4        | The same of the sa |

# REQUIREMENTS 9 DEFEATING GAWAIN

## DIRECTIONS

| _ |                                       |
|---|---------------------------------------|
| 0 | Talk to Shin and fight him. Do this   |
|   | once a day for a total of four times. |

# SCHEDULE WE EXAMPLE PROPERTY OF THE SCHEDULE WE EXAMPLE OF THE SCHEDULE WE SCHEDULE WE

| TIME | LOCATION          | TI ME | LOCATION          |  |
|------|-------------------|-------|-------------------|--|
| 0:00 | Flying            | 12:15 | City of Flowers   |  |
| 5:00 | Private House (1) | 14:45 | Private House (1) |  |
| 5:30 | City of Flowers   | 18:30 | City of Flowers   |  |
| 9:30 | Private House (1) | 22:30 | Private House (1) |  |

OLTY







Sonny is an adherent of the black goblin Cult of Trickery. His love of mischief made him a natural convert. He works directly for Luka, playing pranks on the humans. He loves his job and cackles with delight whenever he sees someone else in trouble.

EXP DAGOL DROP

DESISTANCE

ENCOUNTER



## CHARACTER DATA

SA DA SA

| Chupa Claw<br>Element | None |
|-----------------------|------|
| 01 01                 |      |

| KLO | 19 1171 | TOLD |          |          |
|-----|---------|------|----------|----------|
| POT | PAR     | BLD  | BND      | FRZ      |
|     | A       |      | A        | A        |
| BLZ | CON     |      | PET      | DTH      |
| A   |         | A    | <b>A</b> | <b>A</b> |

| WILLINGN                 | ESS TO ACC                 | EPT ORDE           | RS          |
|--------------------------|----------------------------|--------------------|-------------|
| ATTACK ENEMY<br>POSSIBLE | CURE FRIEND<br>CAN'T ENACT | POSSIBLE           | POSSIBLE    |
| POSSIBLE                 | PLAY DEAD<br>POSSIBLE      | CONUTS<br>POSSIBLE | CAN'T ENACT |

| 00    | GP.  | ATK | DEF | EVA | DCR- |
|-------|------|-----|-----|-----|------|
| 20    | 337  | 102 | 50  | 82  | 84   |
| 25    | 535  | 117 | 66  | 95  | 96   |
| 50    | 1529 | 196 | 147 | 160 | 161  |
| 75    | 2523 | 275 | 228 | 226 | 226  |
| MAX   | 3478 | 350 | 306 | 288 | 288  |
| GRADE | В    | В   | C   | A   | A    |



| J | Liemen |      | None |  |
|---|--------|------|------|--|
| Y | GHT    | 1000 | 444  |  |
| ŭ | OH I I | KUL  | 200  |  |

| ATTACI | KS  |
|--------|-----|
| TYPE   | NAM |
| Attack | Mac |

| ATTACKS |        |             |     |           |       |     |            |       |        |   |
|---------|--------|-------------|-----|-----------|-------|-----|------------|-------|--------|---|
| 100     |        | NAME        |     | ELEMENT . | RANGE | ARC | KNOCK BACK | POWER | EFFECT | - |
|         | Attack | Mach Claw   | 0-0 | None      | Short | 40  | 0.5        | 0.4   | -      |   |
|         | Attack | Sunset Kick |     | None      | Short | 40  | 1.3        | 1     |        |   |
|         | Other  | Lip Lick    |     | _         | _     | _   | -          | _     | _      |   |

SKTLL

REQUIREMENTS

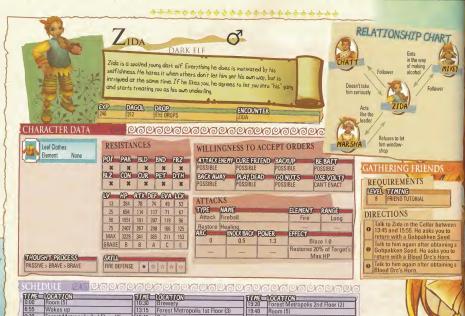
LEVEL TUMING

SUB MISSION THEASURE OF GUBLIN CEMETERY AND

## DIRECTIONS

Talk to Sonny when wearing the Recruitment Suit.

SCHEDULE CARROLOGUE All Day Goblin Haven (2)





WALKTHROUGH





# tasks



coliseum.



Explore Radiata Castle.



Join the others in the 3rd floor meeting room.



Complete Ganz's training

# RADIATA CASTLE

| SUPPLY STO   |           |
|--------------|-----------|
| item         | rate      |
| Herb Extract | 50 Dagols |
| Cure Drop    | 70 Dagols |
| Cure Needle  | 60 Dagols |
| Eye Drops    | 60 Dagois |
| Mint Drop    | 50 Dagols |
| Flee Ball    | 60 Dagois |

# THE KNIGHT'S TEST

Jack's adventure begins in the Radiata Castle coliseum during the first round of the selection trial. This is a no-win situation for Jack, as Ridley is far too powerful and Jack has yet to learn how to wield his sword. Have some fun and put up a good fight, but sooner or later Ridley's "Wild Pitch" Volty Blast brings the battle to a close.





# Exploring the Castle

Radiata Castle is huge, but at this point Jack can only explore a few hallways and rooms during his first visit. Use the save point on Jack's bunk before heading out and search the room for items. Some items are often hidden inside objects within the environment. For example, there is an Analysis Ball in the bunk in Jack's room. Stand next to the bed and press 😵 to kick it. This reveals the hidden item and it is added to Jack's inventory for later use. The maps within this book reveal all of the hidden items, but feel free to search for them on your own.



# RADIATA CASTLE B1 RADIATA CASTLE 1F Coliseum Passage Storeroom (1) Herb Extract Coliseum Cure Needle Waiting Room (3) Trainee's Room (1) Trainee's Room (2) Analysis Ball Cure Needle Waiting Room (1) Waiting Room (2) Cure Drop Basement 1st Floor Hall (2) Basement 1st Floor Hall (3) Radiata Castle Basement 1st Floor Hall (1) **Small Tower** To Basement 1st Floor Hall (5) To Radiata Castle 1st Floor Hall (2) To Radiata Castle 2nd Floor Hall (2) RADIATA CASTLE 2F Basement 1st Floor Hall (4) Radiata Castle 3th Floor Hall (2) Radiata Castle 2nd Floor Hall (2) Walkthrough Basement 1st Floor Hall (5) Coliseum Locker Room Radiata Castle **Supply Store** Small Tower Basement 1st Floor Hall (7) Storeroom (2) Training Dummy Ridley's Room Knight Edge Training Facility 1st Floor Hall (6) Ridley's Theme Holy Water



Jack must get to the meeting room on the 3rd floor for his inauguration into the Rose Cochon brigade. It's easy enough to find by climbing the stairs to the right of his room, but there's far more to see. Take a moment to explore the areas that aren't blocked off, and make sure to visit Storeroom 2 just south of the Training Facility. Locate the partially concealed locker at the back of the room to find a Knight Edge sword. This weapon is a substantial upgrade to the Iron Edge sword that Jack currently wields.



# Timeless

XXX 1 1 1 XXX

Time is standing still for the moment. Thus, the scenery never changes. Later on, however, the castle will be brimming with life as people come and go throughout the day.

ma.

-,...

# TRAINING WITH GANZ

After the brief ceremony, Ganz asks Jack to join him for a bit of training. This is a small tutorial that introduces basic combat and interaction with the world. Take a moment to peruse the available options and select the "quit" option to end the training when satisfied. The brigade's first mission outside of the castle begins immediately.









Report to Elder Gonovitch



# PROTECTING A DWARF





Sleep at the Boulder Frog Inn.



# enemies

| NIDDGAC | E INSECT     |
|---------|--------------|
| Level   | 2            |
| AP .    | 41           |
| EXP     | 6            |
| Element | None         |
| Special | Nothing      |
| Region  | Adien & Dova |
| Day 100 |              |



| Level   | 4               |
|---------|-----------------|
| AP      | 123             |
| EXP     | 37              |
| Element | None            |
| Special | Paralyze, Steal |
| Region  | Dova            |

العيرى

| CARNIVO | RAT     |
|---------|---------|
| Level   | 2       |
| AP      | 29      |
| EXP     | 7       |
| Element | None    |
| Special | Nothing |
| Region  | Adien   |
|         |         |

| GIGA ANT    | -            |
|-------------|--------------|
| Level       | 4            |
| HP          | 46           |
| EXP         | 17           |
| Element     | None         |
| Special     | Nothing      |
| Region      | Adien & Dova |
| The same of | VII.         |



| N. W. W. Co. |         |
|--------------|---------|
| ROLLY PO     | LLY     |
| Level        | 1       |
| AP           | 35      |
| EXP          | 5       |
| Element      | None    |
| Special      | Nothing |
| Region       | Adien   |
| The same of  |         |

| 4 | SPRAY SN. | AKE           |
|---|-----------|---------------|
| 1 | Level     | 5             |
|   | AP        | 118           |
|   | EXP       | 25            |
| 1 | Element   | None          |
| ä | Special   | Poison, Blind |
| 7 | Region    | Dova          |
|   | -         |               |

| TALL BEA | TP      |
|----------|---------|
| Level    | 11      |
| AP.      | 608     |
| EXP      | 230     |
| Element  | Earth   |
| Special  | Nothing |
| Region   | Dova    |
|          |         |

| 1   | 11      |
|-----|---------|
|     | 608     |
|     | 230     |
| ent | Earth   |
| ial | Nothing |
| n n | Dova    |
|     |         |
|     |         |

| thing       | -          |     |
|-------------|------------|-----|
| va va       |            |     |
| Action Con- | No. of Lot |     |
| -           | 1000       |     |
| LOU         | JIS STO    | RE_ |
| 200         |            |     |

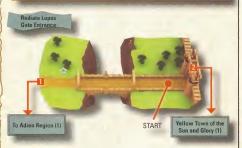
| 50 Dagots<br>70 Dagots |
|------------------------|
|                        |
| 70 Dagols              |
|                        |
| 60 Dagols              |
| 60 Dagols              |
| 50 Dagols              |
| 60 Dagols              |
| 40 Dagols              |
|                        |

| enemy encounters |  |
|------------------|--|

| Cilci                           | 1              | definite enemy                      | possible enemy                               | exp (             | dagols          |
|---------------------------------|----------------|-------------------------------------|--|-------------------|-----------------|
|                                 |                |                                     | (Giga Ant (x1)                               |                   | 1~8             |
| Birdcage Insect  <br>Carnivorat | Adien<br>Adien | Carnivorat (x3),                    | Carnivorat, Bitty Ant (x2)                   | 00 00             | 19~28           |
| Giga Ant                        | Adien          | Giga Ant<br>Giga Ant (x2)           | Giga Ant, Bitty Ant,<br>Birdcage Insect      | 57 61             | 8~15            |
| Bubu                            | Adien          | Bubu (x2)                           | Bitty Ant (x2), Birdcage                     |                   | ???             |
| Rolly Polly                     | Adien          | Rolly Polly (x3),<br>Bitty Ant      | Carnivorat x1, Bitty Ant (x2), Giga Ant (x2) | 19-68             | 8~25            |
| Ripple Bat                      | Adien          | Ripple Bat (x2),<br>Birdcage Insect | Ripple Bat, Giga Ant                         | 50~89             | 25~41           |
| 0 1:-                           | Dova           | Spray Snake (x2)                    | Ripple Bat (x2)                              | 50~94             | 28~52           |
| Spray Snake<br>Tall Beast       | Dova           | Tall Beast                          | Bubu, Burglar                                | 230~296<br>74~148 | 87~320<br>26~52 |
| Burglar                         | Dova           | Burglar (x2)                        | Burglar (x2)<br>Bitty Ant (x3)               | 51~63             | 12~18           |
| Giga Ant                        | Dova           | Giga Ant (x3)<br>Bubu (x2)          | Bubu, Spray Snake                            | 58~112            | 36~48           |
| Bubu<br>Binnle Bat              | Dova           | Ripple Bat (x3)                     | Ripple Bat                                   | 66~88             | 130~40          |



# ADIEN-DOVA REGION 1



# ROAD TO EARTH VALLEY CONTROL OF THE PROPERTY O

This is the party's first chance to actually fight and earn some experience. There's plenty of road to explore in the Adien Region. Check it out and fight some creatures to strengthen the party and earn some Dagols.

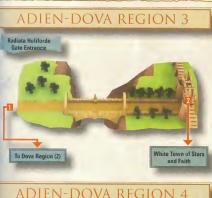
Most of the creatures in the Adien Region aren't hostile, but a swift kick will force them into a fight!



After the party crosses the large bridge into the Dova Region, they won't be able to return to the Adien Region. The creatures in the Dova Region are of a higher level and they are more aggressive. There's plenty of land to explore, but Ganz keeps the party on track and heading in the right direction. Stick around and fight for a while, or hastily pass through the area to reach Earth Valley. Fighting may enable Jack to purchase more equipment in Earth Valley, but it isn't absolutely necessary at this stage.







# ADIEN-DOVA REGION 4







# NUEVO VILLAGE **ചെയ്യത്തെത്തെയുന്നു**

The road passes through tiny Nuevo Village. This small farming community is home to a few people who Jack can duel. To initiate aduel, simply kick an NPC twice. Jack then fights the character in a one-on-one battle. Watch out for the old lady who summons a group of guards! The game doesn't end if Jack loses, so it's okay to challenge NPCs who are considerably stronger than Jack. Clive can always heal Jack later, but it's important to note that if Jack loses a duel, he's left with only one HP. Therefore, don't rush into any battles until Clive can use his magic. Most of the villagers are in the fields behind the houses. They go back and forth between the fields and the houses throughout the day, providing ample opportunities to challenge



# One Defeat a Day



An NPC can only be defeated once each day. So if Jack wins the due! the character will refuse to fight again until the clock passes midnight, However. he can challenge a

character again if he loses the duel. Monsters on the road also respawn at midnight, giving the party another opportunity at Dagols and experience.

# EARTH VALLEY





| TRIST      | ON-ARMORY<br>06:55~19:00) |
|------------|---------------------------|
| item       | rafe                      |
| Iron Edge  | 400 Dagols                |
| Air Blade  | 1000 Dagols               |
| Aqua Blade | 1000 Dagols               |

## REPORTING FOR DUTY ත්වත්වත්වත්වත්වත්වත්වත්

Speak to Gonovitch (the dwarven elder) inside the large zigguratlike building at the center of town. It will take time to get the shipment ready, so the party is invited to spend some time exploring Earth Valley. Stop at Room 102 in the Boulder Frog Inn first and speak to Ganz about local trouble. Don't forget to save!



\*\*\*\*\*\*



d

PROTECTING A DWARF



# GOBLIN BREW BARREL BANDIT

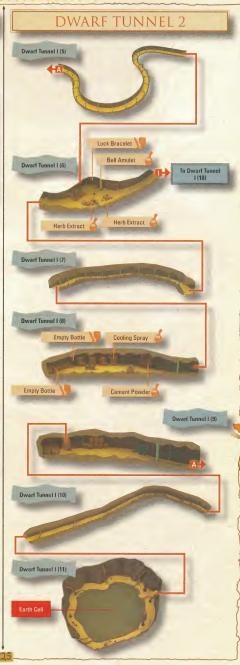
Talk to Oleg inside the Dawnbay Diner between 5pm and 2am. He mentions that someone has been sealing his liquor during the day and asks Jack to capture the crooks. Accept the job.





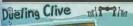
Wander around until after 2am when the Dawnbay Diner closes. The Dwarven Tunnels at the edge of town are extremely dangerous since Jack is alone. It's best to stay out of them. The miners wander in and out of town, so Jack can still duel them—he can easily gain

alevel or two fighting miners there. Enter the diner once 2:00 a.m. rolls around to find the culprits in the act and scare them off.





an





his poison attack!

Clive is located inside Blacksmith Dyvad's home after the party splits. Kick him twice to initiate a duel with Clive and three Heavy Guardsmen. Try to eliminate the guards quickly, so that Clive can't heal them. The task of defeating Clive gets much simpler after defeating the guards. Just look out for

....

# HE DWARVEN TREASURY

A dwarf named Albert is guarding the treasury. Each evening he wanders off to the Dawnbay Diner for a bit of brew. Enter the treasury while he's away and examine the large chest at the back for treasure. Jack must fight a pack of Carnivorats but the reward is worth it-a Mystery Berry.

04 ...



# DUELING THE DWARVES



Jack can earn lots of Dagols and experience by dueling the dwarves. These foes range in level from a low of level 3 to a high of 22. It's best to start with the merchants, follow that up with the miners, then finish things off with the blacksmiths and gate

guard. Taking this approach enables Jack to grow in strength a little before facing the toughest challenges. Keep in mind that Jack can only defeat each dwarf once per day, but he should be around long enough to challenge most dwarves two or three times.

Before doing anything else, stop by the Triston Armory and purchase the Air Blade. This weapon's air element is particularly effective against the dwarves and ensures that Jack causes a decent amount of damage against even the toughest dwarf, Donovitch. Also, consider setting Jack's attacks to the Cross Slice followed

by a Cyclone Thrust. This combination is effective because it tends to push the enemy away after the second strike, which is essential to defeating the tougher foes. Don't have those attacks? Purchase the Eagle Crest from the DwarFun General Store to



learn those attacks while fighting the lower-level dwarves but before the encounters with the tougher ones.

# Time Conservation



Heal between battles by consuming Herb Extracts, which are available at the local Dwarfun General Store. Staying at the inn greatly reduces the time Jack has for dueling and exploration. Also, complete the Dawnbay Diner job between duels, or Jack may miss out on the great reward.

Jalkthrous

The strategy is simple. Most of the dwarves use a large hammer, which is as powerful as it is slow. Run near the enemy until he begins to swing, then dash around to his backside and strike him as the attack misses. The ground pound attack releases



a circular shockwave that can hit Jack even when he's behind the enemy. Give it a moment to pass before attacking. Both of Jack's attacks should hit, or the enemy may take damage from the first and block or evade the second attack. Move quickly if the enemy blocks and begins a counterattack.





The miners have digging devices for weapons and use a spinning attack. Wait for the spin to completely stop before attacking. There's plenty of time to catch the enemy offguard at the end. Alternatively, block and then counterblow their attacks, even the spin! Grigory, the brewer, is the most unique of the dwarves in that he fights with liquor bottles. Get behind him when he stops to drink and attack his back. When his HP gets low, he

drinks to heal himself. Attack him relentlessly to prevent the healing, or use a string of Volty Attacks to keep him off balance.

PROTECTING A DWARF

Move

Ladle Attack Pouch Pitch

# PROTECTING THE SUPPLIES

Jack must stay near the cart as it slowly travels down the dirt road.

Roaming enemies attack the party rather than the cart, so there's no need to fret if the cart gets between Jack and a creature. Stay close to it, though, or Donovitch or Ganz will reprimand him.



| LV                 |       | Strength | DEF    | EVA  | LCK |
|--------------------|-------|----------|--------|--|-----|
| 16<br>EXP          | DAGOL | DROP     | 36     | 63   | 56  |
| 350                | 15    | Herb Ext | ract S |  | die |
| POI                | PAR   | BLD      | -      |  |     |
| CON                | CUR   | ID       | 1      |  | RZ  |
| D                  | ID    | PET      |        | THE STATE OF   | D   |
| Street, or Street, | - IU  | ID.      | B      | No. of Concession, Name of Street, or other Persons, Name of Street, or other Persons, Name of Street, Name of |     |

| 000        |     | 100       | Strength | DEF    | EVA                    | LCK   |
|------------|-----|-----------|----------|--------|------------------------|---|
| 1 <u>v</u> |     | HP<br>159 | 29       | 30     | 51                     | 146   |
| EX         | 0   | DAGOL     | DROP     | 100    | NAME OF TAXABLE PARTY. |   |
| 1(         | 11  | 46        | Cement   | Powder |                        | CONTRACTOR OF THE PARTY OF THE |
|            |     | 19000     |          | -      |                        | FRZ   |
| FEMALOS    | -07 | PA        | B BI     | 0      | n                      | D   |
| -          | POI | D         | IU       | 27     | DTH                    | -   |
| ne         | CON | CU        | B B      | 30     | B                      |   |

|                                 | - C                  | 10                   | Strength             | DEF  | EVA             | n.Ch      |
|---------------------------------|----------------------|----------------------|----------------------|--|-----------------|-----------|
| M                               | 5<br>EXP<br>350      | DAGOL<br>5           | DROP<br>Snow Por     | 27   | 67              | LCX<br>53 |
| ALE<br>None<br>BLZ<br>D         | POZ<br>B<br>CON<br>D | PAR<br>D<br>CUR<br>D | BIO<br>D<br>PEU<br>D | The same of the sa | BND<br>D<br>DUH | FRZ<br>D  |
| Moves Spatula Attac Pouch Pitch | Ele<br>k No          |                      | t 190                | 1.0  | Knock Ef        | fect      |

The three goblins responsible for the liquor robberies in Earth Valley ambush the cart. They know how to work together with their Link Attack, which forms a shifting triangle between them. Anyone caught inside the triangle will be prometly and severely bearen.



Lock anto Planet at the str of the bartle and hit him. a Volty Atrack



The remaining goblins are helpless when the line breaks after Monkis defeats

Swiftly lock onto Monki at the start. This little creative has the least number of HP, so take him out first. Use a Volty Attack to knock him over, then position Jack outside of the triangle and pound d'onit with a combo as he attempts to get back into the flight Right and Left Slashes are very effective against the speedy soblins. When he's history, the link breats and it makes defeating the remaining gobins much easier.



## RADIATA CASTLE SUPPLY STORE (24 HOURS)

Report to Lord Larks on

the 4th floor

| rate      |
|-----------|
| 50 Dagols |
| 70 Dagols |
| 60 Dagols |
| 60 Dagols |
| 50 Dagols |
| 60 Dagols |
|           |

# BACK FROM ASSIGNMENT

The party must report their uccess to Lord Larks, who is located in his room on the 4th Boor. Go to the east end of the 1st floor hallway and climb he last set of stairs to the 4th Boor. Enter the door on the left and follow the hallway until teinema begins.



# ladies Only? xx11 11/xx

Attempt to enter the women's restroom near the castle entrance when the party first returns to Radiata Castle. There's a brief, one-time event that takes place only at this moment.

# KNIGHT IN TRAINING

Sleep in Jack's room to

After reporting to Lord Larks, Jack is left alone in his room to explore the castle. There's plenty to see, but one thing is particularly important—training. Locate the castle's training facility on the same floor as Jack's room (B1). Examine the wooden dummy on the back wall (press 

One—Handed Sword Practice" menu.

Jack can attempt to complete 20 exercises that teach him how to properly wield his sword, plus he can even unlock his Volty Blast.

The Volty Blast for one-handed sword, Limit Break, is unlocked after the seventh exercise, so try to complete at least that many before returning to his room.



Walkthrough

# MOVING ON PROPERTIES OF THE PR

Sleep is an important part of every knight's regimen, including Jack's. Venture to his room and go to sleep until at least one full day has passed since the meeting with Lord Larks to move on with the story. The next mission begins automatically.





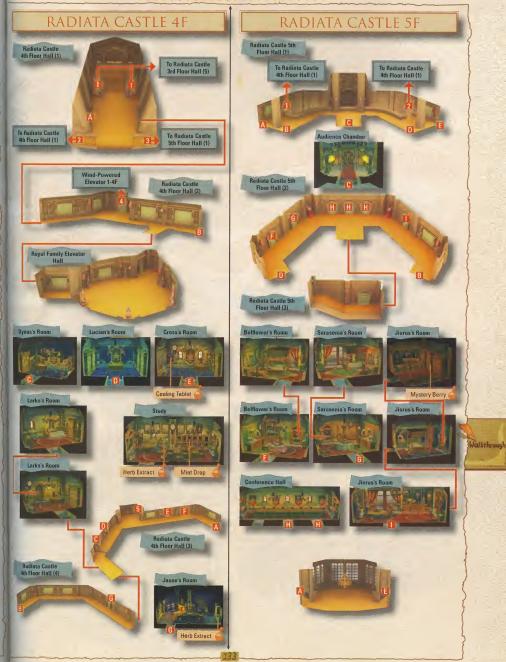
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Travel through Fort



Join Genius Weissheit.



Locate the City of Flowers' entrance.



Journey to the Nowem Region.



Locate the entrance to the Forest Metropolis.



Speak to Lord Nogueira.



Talk to Ganz.



# enemies



THE ORC ATTACK

| TOTALET | PL L    |  |
|---------|---------|--|
| vel     | 13      |  |
|         | 483     |  |
| P       | 135     |  |
| ement   | Earth   | Santa Land   |
| ecial   | Nothing |  |
| egion   | Cuatour |  |
| No.     |         |  |
|         |         | A CONTRACTOR OF THE PARTY OF TH |

| 6 | HUNTERV | VOLE           |
|---|---------|----------------|
| Ì | Level   | 8              |
| Į | AP .    | 194            |
|   | EXP     | 67             |
| Į | Element | Earth Comments |
|   | Special | Nothing        |
| Ī | Region  | Cuatour        |
|   | -       |                |



| MIST FRO | GGER  |                    |
|----------|-------|--------------------|
| Level    | 24    |                    |
| MP       | 204   | Jan .              |
| EXP      | 206   |                    |
| Element  | Water | THE REAL PROPERTY. |
| Special  | Bind  | The state of       |
| Region   | Elf   | 0.00               |
| -        |       | 100 mm             |

| COLOSSA | ALIZARD. |      |
|---------|----------|------|
| Level   | 11       | 9/20 |
| AP      | 169      | 100  |
| EXP     | 100      |      |
| Element | None     |      |
| Special | Nothing  |      |
| Region  | Elf      |      |

| The same of the sa | -       |
|--|---------|
| PARARAT  | 10      |
| Level  | 6       |
|  | 34      |
| EXP  | 34      |
| Element  | None    |
| Special  | Nothing |
| Region   | Cuatour |
| Separation of  |         |

| GOBPAKKEN.           |  |  |  |  |
|----------------------|--|--|--|--|
| 7                    |  |  |  |  |
| 126                  |  |  |  |  |
| 45<br>Earth          |  |  |  |  |
| Paralyze/<br>Confuse |  |  |  |  |
| Elf                  |  |  |  |  |
|                      |  |  |  |  |



### \*\*\*

# enemy encounters

| Blauniebel Custour Blauniebel Paratat Bubble Frogger Bubble Frogger Bubble Frogger Colossalizard EH Colossalizard K3] Colossalizard K4]  | exp dayols               | possible enemy       | A-Galla conomy     | coole   | And Street States of the Street Street |
|--|--------------------------|----------------------|--------------------|---------|--|
| Bubble   | wolf, 135~371 84~205     | Blauniebel, Hunterwo | Canal Canal        |         | THE PARTY NAMED IN                     |
| Bubble Elf Bubble Frogger (x3) Frogger, Colossalizard (x3) Colossalizard (x3) Colossalizard (x2), Gobpakken (x2), Bubble Frogger   | 107                      | Pararat              |                    | Cuatour | Blauniebel                             |
| Frogger   Colossalizard   Co | ard                      | Bubble Frogger, Mist |                    | Elf     | Bubble                                 |
| Gobpakken (x2), Bubble Frogger   | 300~6/5 106~32           | Colossalizard (x2),  | Coloccalizard (x3) | leu.    | Frogger                                |
|  | ubble                    |                      | Colossalizara (no) | EIT     | Colossalizard                          |
|  | salizard, 135~365 177~29 | Frogger Colosse      | 101                |         |  |
| Gobpakken Lii Bubble Frogger   | 100 400                  | Bubble Frogger       | Gobpakken (x3)     | Elf     | Gobpakken                              |
| UL 2) Hunterwolf Pararat 134~235 66~   | at 134~235 66~103        | Hunterwolf, Pararat  | Huntonwolf (x2)    | 10      |  |
| Hunterwolf Cuatour Hunterwolf (XZ) Hunterwolf (XZ) Hunterwolf (XZ) 48-4  | 88~155 48~81             |                      | Rinnie Bat (x4)    | Cuatou  |  |

# | Cay HOURS| | Fate | F

Analysis Bal

40 Dagols

# FORT HELENCIA

Explore the northern path first, then head to the west end to find Fort Helencia. The party passes through quickly for now. They can backtrack a bit to the Fort Helencia Entrance on the opposite side to find a vendor, save point, and restoration point, but it's not possible to reenter the fort.



# GENIUS & THE CITY OF FLOWERS

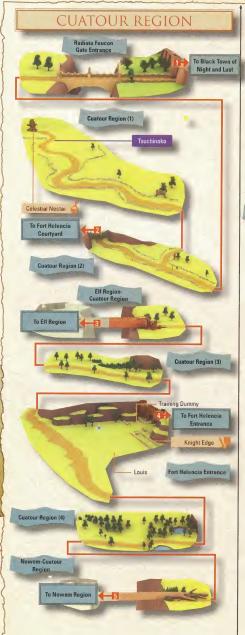
Venture into the Elf Region to find Genius Weissheit near his shack. He leads the party further down the road to the City of Flowers' hidden entrance. The party backtracks to Genius' shack after the encounter to formulate a plan.



# ONWARD TO THE FOREST METROPOLIS

Genius suggests the dark elves may provide some assistance. Their city is in the Nowem Region, which is far to the west. Backtrack to the Fort Helencia Entrance and take a moment to heal, save, and stock up on Herb Extracts and Cure Drops for the coming journey. Keep following the road to the west and cross the bridge into the Nowem Region.









# enemies

# BIRDCAGE INSECT Level 2 AP 41 EXP 41 EXP 6 Element None Special Nothing Region Nowem

| GIGA ANT |         |
|----------|---------|
| Level    | 4       |
| AP       | 46      |
| EXP      | 17      |
| Element  | None    |
| Special  | Nothing |
| Region   | Nowem   |
| -        |         |

| HUNTERV | VOLE              |
|---------|-------------------|
| Level   | 8                 |
| AP.     | 194               |
| EXP     | 67                |
| Element | Earth             |
| Special | Nothing           |
| Region  | Nowem             |
|         | The second second |

| IVORY GO | DAT.    |
|----------|---------|
| Level    | 13      |
| AP .     | 205     |
| EXP      | 57      |
| Element  |         |
| Special  | Nothing |
| Region   | Nowem   |
|          |         |

| A STATE OF THE PARTY OF THE PAR |  |
|--|--|
| POINTUR  | A  |
| Level  | 9  |
| AP   | 185  |
| EXP  | 70   |
| Element  | Earth  |
| Special  | Paralyze,<br>Poison  |
| Region   | Cuatour  |
|  | The state of the s |



| Comments of the last of the la |   |
|--|---|
| SPECKLE  | D BUG   |
| Level  | 8   |
| AP   | 88  |
| EXP  | 57  |
| Element  | Earth San |
| Special  | Poison  |
| Region   | Nowem   |
| The state of   |   |

| 4 | Silver of the same |                |   |
|---|--------------------|----------------|---|
| 1 | THUNDE!            | 26             |   |
| 1 | AP.                | 290            | 4 |
| - | EXP                | 355<br>Wind    |   |
| I | Element<br>Special | Paralyze, Bind | - |
|   | Region             | Nowem          |   |
|   |                    |                | 1 |



# enemy encounters

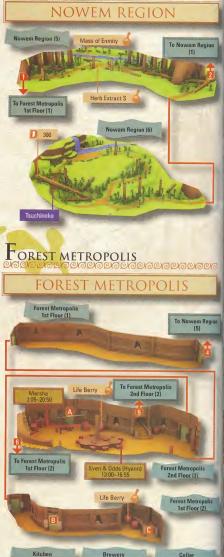
|                        |       | lefinite enemy                   | possible enemy                             |         | dagols  |
|------------------------|-------|----------------------------------|--|---------|---------|
|                        |       |                                  | Big Jaws (x2),                             | 114~583 | 376~840 |
| Dig Darre              |       | Birdcage Insect (x4)             | Thunderwolf x1 Birdcage Insect (x3),       | 114~583 | 376~840 |
| Incort                 |       |                                  | Pointura (x2)<br>Hunterwolf, Pointura (x2) | 134~341 | 66~151  |
| Hunterwolf             | Nowem | Hunterwolf (x2)                  | Pointura, Giga Ant                         | 171~258 | 105~135 |
| Ivory Goat<br>Pointura | Nowem | Ivory Goat (x3)<br>Pointura (x3) | Pointura, Ripple Bat (x2),                 | 210~317 | 78~316  |
|                        | 1     |                                  | Big Jaws<br>Speckled Bug (x2),             | 228~394 | 24~88   |
| Speckled Bug           | 1     | Speckled Bug (x4)                | Pointura (x2)                              | 234~583 | 130~272 |
| Trent                  | Nowem | Trent (x2)                       | Trent (x2),<br>Speckled Bug (x2)           | 204-30  |         |

# CROSSING THE WOODS

The entrance to the Forest Metropolis is well hidden from wandering travelers. Follow the southern path across the stream and travel into the thick woods. Continue to go west and cross a second stream to find a number of fallen trees. Walk along the trees that point diagonally toward the back to find the hidden city entrance. Speak with the elf standing outside the entrance to gain access to the city.







Holy Water

Mustard Powder

Magma Powder

Mint Drop

Eye Drops

Cure Needle

Startle Powder

Magma Powde

Analysis Ball

60 Dagols

100 Dagols

40 Dagols

100 Dagols

# SEEKING A FAVOR

Proceed to the third floor to meet Lord Nogueira. The party then disbands after a brief meeting. Jack has a short period of time to explore the city, shop, and duel. Resting at the save point advances the story if desired, but the story continues automatically after approximately half a day.



# JELING THE DARK ELVES



There are essentially two types of enemies in the city. Most of the young and some of the adults are magic users. To quickly dispose of them, use the Upper Slash with a follow-up strike such as Left Slash. Evade the first attack and hit the opponent in the back.

Continue to strike as the opponent is standing up to prevent it from attacking for the rest of the battle.

Most of the male adults and a few of the children use a fighting style that is much tougher. Their dancing, karate-like style of fighting is comprised of fast attacks, making them especially elusive. The Upper Slash or a quick strike is the best approach



to use in these situations, since they can dodge with ease. Evade their attacks, then counterattack them in the back. Give them plenty of room so Jack can avoid their sweeping kicks, which have a wide arc. In a pinch, build up the Volty Gauge on the mages, and then use Jack's Volty Blast to wear down the fighters.

# **UELING GENIUS** <u>මත්වත්වත්වත්වත්වත්වත්</u>

lack has the opportunity to duel Genius in the Elder's Room. The key in this duel is to inflict damage faster than Genius can auto-heal. Use a relentless string of Right and Left Slashes and don't let up for a moment!



# DUELING NOGUEIRA

It's also possible to challenge Nogueira. He's a level 46 magic user with over 2000 HP, so this won't be an easy fight. As a caster, each of his attacks has a long lead action that makes them somewhat easy to dodge. Slip behind him as he begins to attack, then strike him repeatedly in the back. There should be enough time to land five quick hits, or a couple of powerful blows. Beware of his Magma Gash, as it's the only attack that locks onto Jack. Nogueira has an exaggerated wind-up for this attack, so look for this telltale sign. Keep moving until the fire emerges behind Jack, meaning it's safe to attack again.







|       | EXP | DAGUL  | UKUP          | The second  |   |
|-------|-----|--|---------------|---|---|
|       | 946 | 870  | Cooling Tabl  | et (5%)   | -   |
|       |     | - 444 1000000  | Marie Control | RND   | FRZ   |
| Oba S |     | PAR  | BID           | BAD   | A   |
| ELE   | PO1 | A  | A             | DIH   |   |
| Fire  |     | CUR  | PEV           | C   |   |
| 217   | CO  | The state of the last of the l | A             | - Contract of the last of the | ACRES AND ADDRESS OF THE PARTY |

| Moves<br>Fire Punch | Eleme | nt Range | Arc | Port | Knoc | Effect        |
|---------------------|-------|----------|-----|------|------|---------------|
| rire Punch          | Fire  | Mid      | 40  |      |      |               |
| Cian W' I           |       |          | 10  | 1.0  | 1.3  | Blaze (100%), |
| Fire Kick           | Fire  | Short    | 40  | 10   |      | Knock Back    |
| Body Blaze          | None  | Short    | 360 | 1.0  | 11.0 | Blaze (100%)  |



Knock down the enemy, then get away

# DUELING GANZ AND RIDLEY

You can also duel Ganz and Ridley, if you desire, although they won't be as much of a challenge. Ridley is posing in the first floor common room to the left of the stairs, and can be taken out with series of Right and Left Slashes. Ganz is also on the first floor, near the stairs leading down to the cellar. He heals himself as the fight progresses, but can be defeated with a relentless string of Upper and Left Slashes.

# Treasured Liquor



Talk to Ganz in the hallway outside of the brewery and agree to buy some wine for him. Jack automatically approaches Chatt in the cellar, and they strike up a conversation. Choose the options "Rich," "No Way!," "A master cook!," and "Plain Veggie Soup" as they're offered to receive a bottle of Elven Wine. Jack presents the wine to Ganz and for his fast thinking.

In the two-part battle, the party must tackle a Blood Orc with a little assistance from Lord Nogueira. Note that the party cannot defeat the enemy, but they must attack it and survive for a brief period of time.

Immediately equip the Aqua Blade, if possible. The Blood Orc is a fire creature, so this weapon gives Jack a bit of an edge. Also, try equipping him with a Left Slash Cyclone Thrust combo. This should enable him to inock down the enemy with each successful atrack, plus the Blood Orc won't have the ability to counterattack.

As with many other large bosses, it's best to wait for it to strike and then bombard it from behind as it recovers. Get far away from the boss when it leaps into the air, as its leaping attack creates a masty shockwave. Eventually,

the party must distract the enemy long enough for Nogueira to cast a spell. Just keep up the assault and knock down the enemy over and over.



Match our for its leaved tack



# THE PLAGUE & JASNE'S CONFIDANT

The party returns to the castle after the fight with the Blood Orc. Jack is left alone to explore a bit, but first return to his room and take a nap. When he exits the room after the nap, he bumps into Al who is running to the basement. Follow him down the Big Tower to the Dungeon (B2).



# FINDING LEONARD

Theresa, who works at the Radiata Castle Supply Store, has a job for Jack. She asks for Jack to tell Sir Leonard that his package has arrived. Return to Jack's room to look for Leonard. He's not there, but the guard nearby mentions that he went to Ganz's room, which is on the 3rd floor.





Return to the Big Tower and climb to the 3rd floor. Ganz's room is the first one in the second hall. Leonard isn't there, but Ganz mentions something that suggests he might be in the Training Facility on the first basement floor (Bt).

Go down the stairs to the right, then enter the Small Tower at the right end of the hallway below. March down to the bottom floor, continue through the right door to the fork in the path, then take the north path to reach the Training Facility. Of course, Leonard isn't here either but the new recruits say he went to look for Lady Natalie.





Natalie's room is next to Ganz's room, so backtrack to the 3rd floor. Her room is the first one to the left of the stairs. Leonard isn't there either! Choose to continue the hunt and start by checking back at Jack's room.

Use the Big Stairs to return to Jack's room in the basement. Sure enough, Leonard is there! Theresa rewards Jack's efforts with 500 Dagols!



# PATH OF THE SPIDER

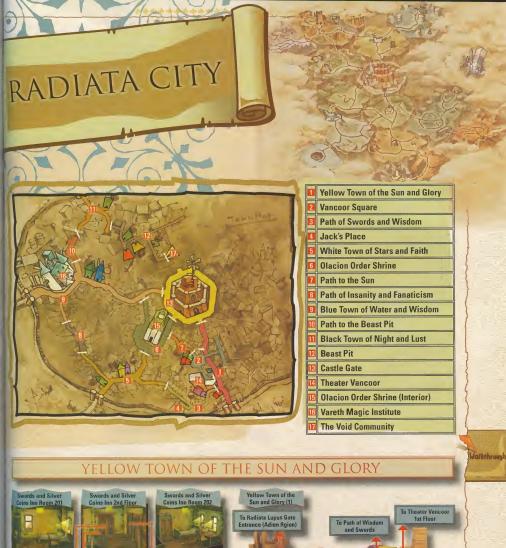
Take some time to explore the bottom of the Big Tower, which leads to two sewer tunnels. The top tunnel leads to a large room with a chest that contains a Strength Berry. There's no better opportunity to collect it than now. Avoid fighting the creatures that roam the tunnel floor. They aren't overly aggressive, but fighting them alone may prove difficult at this stage of the game.



# Moving on water water water water a wa

Return to Jack's room once more when you're ready to advance the story. In the morning, take a moment to explore and return to the room between the hours of 10:00 and 18:00 or take a nap to meet with Ganz.











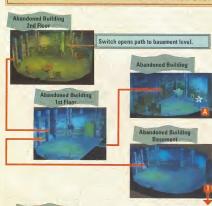
#### **OLACION ORDER SHRINE**



#### PATH TO THE SUN



### PATH OF INSANITY AND FANATICISM





Town of Stars

and Faith

### BLUE TOWN OF WATER AND WISDOM



### PATH TO THE BEAST PIT



\*\*\*\*







Herb Extract

To Theater Vancoor Basement 1st Floor Luck Berry

Theater Vancoor
1st Floor

Mustard Powde

To Yellow Town of
the Sun and Glory (1)



\*\*\*

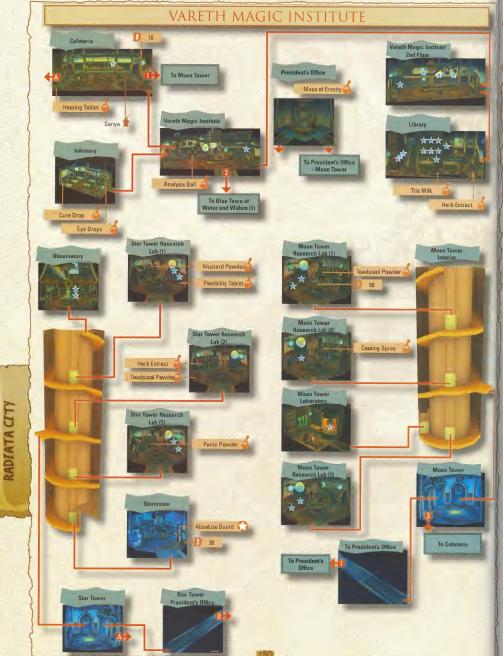
#### THEATER VANCOOR (CONT.)



### OLACION ORDER SHRINE INTERIOR



\*\*\*



### THE VOID COMMUNITY





Secret door opened by kicking the nearby gargoyle only after Ortoroz reveals its existance.



Can only enter after boss fight with
To Path of the Elmo and Joaquel when Jack is
Spider II (10) asked to guard the room.

#### To the Vampire Casino

#### BLADE PHARMACY

| (05/35-17:50)      |             |
|--------------------|-------------|
| item               | rate        |
| Herb Extract       | 50 Dagols   |
| Cure Drop          | 70 Dagols   |
| Cure Needle        | 60 Dagols   |
| Eve Drops          | 60 Dagois   |
| Bell Amulet        | 40 Dagols   |
| Heating Tablet     | 50 Dagois   |
| Cooling Tablet     | 60 Dagols   |
| Mint Drop          | 50 Dagols   |
| Holy Water         | 80 Dagois   |
| Flexibility Tablet | 100 Dagols  |
|                    | 300 Dagois  |
| Sage               | 1100 Dagols |



#### THE SURVIVOR ARMORY

| item          | rate        |
|---------------|-------------|
| Iron Edge     | 400 Dagois  |
| Air Blade     | 1000 Dagols |
| iron Sword    | 500 Dagols  |
| Heat Saber    | 1800 Dagois |
| Iron Axe      | 600 Dagois  |
| Earth Chopper | 2600 Dagols |
| Iron Spear    | 300 Dagols  |
| Water Pike    | 2000 Dagols |
| Leather Armor | 1500 Dagols |
| and A chies   | 2500 Dagols |



#### SAN PATTY ACCESSORIES

| (10:00~20:50)  | rate        |
|----------------|-------------|
| Eagle Crest    | 800 Dagols  |
| Lion Crest     | 800 Dagols  |
| Elephant Crest | 800 Dagols  |
| Serpent Crest  | 800 Dagois  |
| Divine Earring | 6000 Dagols |



### VERONTIER ARMORY

| item             | rate         |
|------------------|--------------|
| Heat Saber       | 11800 Dagois |
| Venom Sword      | 3200 Dagois  |
| Steel Saber      | 5600 Dagois  |
| Earth Chopper    | 2600 Dagois  |
| Agua Chopper     | 4400 Dagols  |
| Steel Axe        | 6800 Dagois  |
| Sharkskin        | 2500 Dagols  |
| Iron Breastplate | 4600 Dagols  |



## BELMONT GENERAL STORE. (06:40-12:00/14:05~19:00/20:05~21:00)

| item            | rate       |
|-----------------|------------|
| Flee Ball       | 60 Dagois  |
| Analysis Ball   | 40 Dagois  |
| Herb Extract    | 50 Dagois  |
| Herb Extract S  | 150 Dagois |
| Moon Stone Chip | 160 Dagols |
| Moon Stone      | 580 Dagols |
| Recovery Ball   | 200 Dagois |



#### EISENHOWER PHARMACY

| item                              | rate                     |
|-----------------------------------|--------------------------|
| Herb Extract                      | 50 Dagols                |
| Herb Extract S                    | 150 Dagols               |
| Herb Extract DX                   | 600 Dagols               |
| Herb Extract MAX                  | 1000 Dagols              |
| Moon Stone Chip                   | 160 Dagols<br>580 Dagols |
| Moon Stone                        | 200 Dagols               |
| Recovery Ball<br>Celestial Nectar | 1600 Dagois              |



### THE LAST WORD BOOK STORE

(04:00~21:00) 200 Dagois Book of Bravery 1800 Dagols Book of Desertion Book of Spirit 2400 Dagols 12,000 Book of Dagols 1600 Dagols Restoration Awakening Book of Infinity 1200 Dagois Book of Temptation Book of Pegasus 2800 Dagols 2400 Dagols **Book of Training** 2000 Dagols Book of Danger 400 Dagois Book of Energy

**Book of Support** 

**Book of Recovery** 



400 Dagois

4600 Dagols

#### WALDO GENERAL STORE

Walkthrough

#### (06:10~22:50)

| item               |             |
|--------------------|-------------|
| Revival Stone Chip | 1200 Dagols |
| Sage               | 300 Dagols  |
| Cleansing Stone    | 800 Dagols  |
| Recovery Ball      | 200 Dagols  |
| Flee Bail          | 200 Dagois  |
| Analysis Ball      | 40 Dagols   |
| Celestial Nectar   | 1600 Dagols |
| Training Cast      | 50,000      |
| 1101111119         | Dagois      |



(08:00~20:00)

| ШС               |             |
|------------------|-------------|
|                  | 500 Dagols  |
| Protect Shell    | 500 Dagols  |
| Skill Upper      | 400 Dagols  |
| Luck Bracelet    | 400 Dagols  |
| Toughness Bangle | 1500 Dagols |



#### OK HAND ACCESSORIES BLACK ROSE GENERAL STORE (01:55~12:00/14:05~22:00)

| item             | rate       |
|------------------|------------|
| Toadstool Powder | 80 Dagols  |
| Mud Powder       | 80 Dagols  |
| Mustard Powder   | 80 Dagois  |
| Startle Powder   | 100 Dagols |
| Snow Powder      | 100 Dagols |
| Magma Powder     | 100 Dagols |
| Panic Powder     | 80 Dagols  |
| Mass of Enmity   | 100 Dagols |
| Cement Powder    | 50 Dagois  |
| Hash Extract     | 30 Dagois  |



#### FAID GENERAL STORE (07:10~16:55)

| item                             | rare        |
|----------------------------------|-------------|
|                                  | 1150 Dagols |
| Herb Extract S                   | 580 Dagols  |
| Moon Stone                       | 60 Dagols   |
| Cure Needle                      | 40 Dagois   |
| Bell Amulet<br>Invincibility Med | 100 Dagols  |
| Invincibility wed                | 100 Dagols  |
| Magma Powder                     | 60 Dagols   |
| Flee Ball                        | 800 Dagols  |
|                                  |             |



#### LEVANTE GENERAL STORE (02:15~10:00)

| (item)           | Tuic       |
|------------------|------------|
| Herb Extract     | 50 Dagols  |
| Toadstool Powder | 80 Dagols  |
| Mud Powder       | 80 Dagols  |
| Mustard Powder   | 80 Dagols  |
| Startle Powder   | 100 Dagols |
| Snow Powder      | 100 Dagois |
| Mamgma Powder    | 20,000     |
| Beckoning Cat    | Dagols     |



#### DEAD END ARMORY

| (05:15~19:55)               |             |
|-----------------------------|-------------|
| item                        | rate        |
| Air Blade                   | 1000 Dagols |
| Phantom Edge                | 2500 Dagols |
| Steel Blade                 | 4800 Danols |
| Water Pike                  | 3800 Dagols |
| Anua Spear                  | 7000 Danols |
| Brionac<br>Iron Breastnlate | 4600 Dagols |
| Mind Garh                   | 7800 Dagols |



| (05:05~21:50)            |             |
|--------------------------|-------------|
| item                     | rate        |
| Opening Theme            | 1000 Dagols |
| Radiata Castle 1         | 1000 Dagols |
| Audience                 | 1000 Dagols |
| Chamber                  | 1000 Dagols |
| Conference               | 1000 Dagols |
| Coliseum The Night Halls | 1000 Dagols |
| Radiata Castle 2         | 1000 Dagols |
| Warrior's Theme          | 1000 Dagols |
| Mage's Theme             | 1000 Dagols |
| Priest's Theme           | 1000 Dagois |
| Bandit's Theme           | 1000 Dagois |

## ALKAICO GENERAL STORE

| item           | rate             |
|----------------|------------------|
| Strength Berry | 15,000<br>Dagols |
| Defense Berry  | 15,000<br>Dagols |
| Evasion Berry  | 10,000<br>Dagols |
| Luck Berry     | 10,000<br>Dagols |
| Life Berry     | 30,000<br>Dagols |



## THE THEATER VANCOOR

## tasks



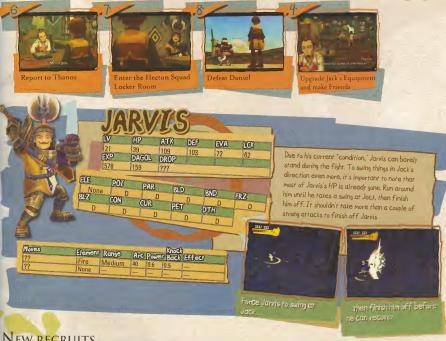


the bar









#### NEW RECRUITS



Talk to Ganz at the bar, then make a point to speak to everyone else in the establishment. Speak to Ganz a second time to head to Theater Vancoor. Thanos, the man at the front desk, instructs Jack to go to the second floor. Enter the room to the left of the stairs to find Sergeant Caesar. After the first test, go upstairs and locate Deputy Gerald in the room to the left.





Enter the lone room on the fourth floor to meet Elwen. She says to return to Thanos on the first floor, which retires for the night.

occurs automatically. Sit back and enjoy the story until Jack

## THE NEW BRIGADE

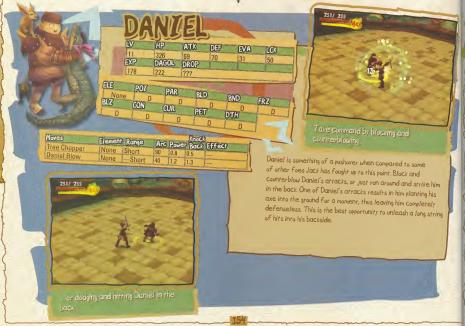
Return to Theater Vancoor in the morning. Go up the steps and take a right. Advance to the end of the street and climb the tall set of stairs to find Theater Vancoor's second floor entrance. Go downstairs to meet with Thanos at the front desk. He orders Jack to report to Jarvis in the basement. Walk down one floor and check the room on the far left side.



Jarvis commands Jack to report to the training ground on the second floor. It's time to see who is worthy of being second in command: Jack or Daniel!



tł



#### BEING THE BOSS



After the battle with Daniel, Jarvis takes it upon himself to teach Jack about issuing commands when leading a party, something Jack hasn't done to this point. Press the 10 button to access the Command Menu, then select a party member and choose

\*\*\*\*

a command. Jack begins with only the "attack" command, but he can learn other commands from various books that he can purchase from The Last Word Book Store. He will also find these books inside chests or receive them from defeated enemies.

## MAKING FRIENDS

Clive becomes the first person to sign Jack's "Friends List". The list is located on Thanos' desk inside Theater Vancoor. Check the list to add and remove characters from Jack's party. The list is comprised of characters who Jack has befriended throughout the course of the game. Add Clive to the party immediately. For a full listing of Jack's potential friends, refer to page 14 of this guide.





## THE FIRST PARTY

Confused? Building Jack's first party can be tricky. There are more than one hundred potential friends available, so Jack has some big choices to make. Clive is a decent choice due to his ability to heal, but Jack definitely needs a few more options.

There is one suggested starting party that is fairly easy to recruit. The suggested characters are Alba (a rogue with a bad temper who can steal items from enemies), Cosmo (a skilled monk with vicious attacks), and Flora (a healer with far greater skill than Clive). All three are easy to locate and their recruitment tasks don't take much time to complete. It may be too difficult to recruit Cosmo at this point in the game due to his slightly higher level, but there are plenty of alternatives. The Tria Region is full of potential recruits who are easily swayed into joining Jack's adventure.



## FREE TIME EXACUTE CONTROL OF THE CON

Jack has approximately one day to roam the city and surrounding countryside while recruiting as many folks as possible. Also, take this time to visit a few shops and pick up some new armor and a better weapon. The Wind Garb at the Dead End Armory shop is the hest armor available for quite a while, so make the investment in it now. The Dead End Armory also sells the Brionac, a marvelous spear with the power to Paralyze opponents. The Phantom Blade, also sold at the Dead End Armory, is a cheaper alternative for now, if Jack is short on Dagols. It isn't as powerful as the Brionac, but it does have a Bind effect that's especially useful when dueling.



Jack automatically returns to Theater Vancoor at the appropriate time. Additionally, Jack can seek out Jarvis in the Hecton Squad Locker Room the following day to advance the story.

## new recruits

| 134 | distribution and with the second |      |        |
|-----|----------------------------------|------|--------|
| W   | recruit                          | evel | page . |
| 1   | Aidan                            | 5    | 19     |
|     | Alba                             | 16   | 19     |
|     | Aldo                             | 16   | 20     |
| В   | Bran                             | 6    | 24     |
| V   | Bruce                            | 9    | 25     |
| I.  | Butch                            | 3    | 25     |
| 1   | Carlos                           | 4    | 26     |
| 1   | Cecil                            | 40   | 27     |
| 1   | Chatt                            | 18   | 89     |
| 1   | Christoph                        | 21   | 28     |
|     | Claudia                          | 23   | 28     |
|     | Clive                            | 1    | 29     |
|     | Cornelia/Rachel                  | 10   | 30     |
| 1   | Cosmo                            | 15   | 31     |
| _   | Dan                              | 8    | 32     |

| recruit | level | page -  |
|---------|-------|---|
| Dennis  | 15    | 34  |
| Edgar   | 9     | 37  |
| Ernest  | 14    | 41  |
| Eugene  | 7     | 42  |
| Faraus  | 9     | 42  |
| Flora   | 5     | 44  |
| Garcia  | 9     | 46  |
| Gene    | 18    | 47  |
| Golye   | 6     | 50  |
| Gonber  | 14    | 50  |
| Gregory | 28    | 52  |
| Howard  | 15    | 54  |
| Hyann   | 16    | 102   |
| Jared   | 12    | 55  |
| Jill    | 25    | 56  |
| JIII    |       | and the second of the last of |

| recruit  | level | rage |
|----------|-------|------|
| Johan    | 6     | 58   |
| Keaton   | 10    | 59   |
| Leban    | 4     | 59   |
| Lily     | 27    | 61   |
| Lufa     | 23    | 104  |
| Lulu     | 6     | 62   |
| Lyle     | 7     | 62   |
| Marietta | 12    | 63   |
| Martinez | 28    | 106  |
| Mook     | 12    | 64   |
| Morfinn  | 6     | 65   |
| Morgan   | 37    | 65   |
| Nick     | 2     | 66   |
| Paul     | 2     | 70   |
| Pinky    | 9     | 70   |

| eCruit  | level | Lage. |
|---------|-------|-------|
| Rika    | 19    | 112   |
| Rolec   | 3     | 72    |
| Romaria | 15    | 112   |
| Santos  | 20    | 113   |
| Sarval  | 7     | 74    |
| Solo    | 5_    | 75_   |
| Stefan  | 5     | 77    |
| Sunset  | 1     | 77    |
| Synelia | 1     | 78    |
| Tarkin  | 11    | 79    |
| Wal     | 13    | 82    |
| Wyze    | 8     | 83    |
| Zida    | 13    | 116   |

## RADIATA COUNTRYSIDE

- Adien Region
  - Nuevo Village
- **Dova Region**
- **Cuatour Region**
- **Elf Region**

RADIATA CONTRYSIDE

- **Ressan Tree**
- **Nowem Region** 
  - Tria Region
- Solieu Village Tria Village
- Ocho Region
- **Dorse Region**
- Septem Region
  - Sediche Region
- **Dichett Region**
- **Desneuf Region**
- **Dysett Region**

ADIEN REGION

AND A PROPERTY OF THE PROPERTY O

## enemies (normal)

BIRDCAGE INSECT Flement None ectal Nothing

| BUBU   |          |
|--|----------|
| Level  | 5        |
| HP   | 130      |
| EXP  | 29       |
| Element  |          |
| Special  | Paralyze |
| The state of the s |          |

| Level   | 2       |
|---------|---------|
| AP      | 29      |
| EXP     | 7       |
| Element | None    |
| Special | Nothing |



Special Paralyze, Bind

| ROLLY PO   | OLLY    |
|--|---------|
| Level  | 1       |
| AP   | 35      |
| EXP  | 5       |
| Element  | None    |
| Special  | Nothing |
| Continue of the Continue of th |         |

## enemy encounters (normal)

| 10 st swamp and  | definite enemy                   | possible enemy                               | exp    | dagols              |
|--|----------------------------------|--|--------|---------------------|
|  | delimetral)                      | Giga Ant (x1)                                | 24~41  | 4~8                 |
| Birdcage Insect  | Dirucade magority                | Carnivorat, Bitty Ant (x2)                   | 38~53  | 19~28               |
| Carnivorat   |                                  | Giga Ant, Bitty Ant, Birdcage Insect         | 34~61  | 8~15                |
|  | Giga Ant (x2)                    | Giga Ant, Bitty Ain, Bridge model            | 1      |                     |
| Rubu   |                                  | Bitty Ant (x2), Birdcage Insect              | 19~68  | 8~25                |
| and the same of th | Rolly Polly (x3), Bitty Ant      | Carnivorat x1, Bitty Ant (x2), Giga Ant (x2) | 50~89  | 25~41               |
| nony rony  | Ripple Rat (x2), Birdcage Insect | Ripple Bat, Giga Ant                         | 100 00 | THE PERSON NAMED IN |

## enemies (non-human side)



| ALICIA   | -        | 46     |
|----------|----------|--------|
| Level    | 32       | 5000   |
| AP       | 633      |        |
| EXP      | 1274     | 1      |
| Element  | Wind     |        |
| Special  | Paralyze | Anna A |
| The sand |          | 17     |

| BURGL  | AR (B)          |   |
|--------|-----------------|---|
| Level  | 28              | 0 |
| AP.    | 401             |   |
| EXP    | 668             |   |
| Eleme  | None            |   |
| Specia | Paralyze, Steal | 1 |
|        | The second of   |   |







| Level   | 27    | 30          | Villa | 16 |
|---------|-------|-------------|-------|----|
| EP.     | 589   | 1000        |       | p  |
| EXP     | 311   | <b>R</b> 90 |       |    |
| Element | Water | 1           | 25    | 9  |
| Special | Bind  | 1           |       |    |

| FEMALE. | KNIGHT <sub>s</sub> (B) |
|---------|-------------------------|
| Level   | 28                      |
| AP .    | 280                     |
| EXP     | 668                     |
| Element | None                    |
| Special | Nothing                 |
|         |                         |

| ENE  | -       | AND   |
|--|---------|-------|
| Level  | 27      | TO IT |
| AP .   | 588     |       |
| EXP  | 434     |       |
| Element  | Water   |       |
| Special  | Nothing |       |
| The state of the s |         |       |



| Level   | 26      |     |
|---------|---------|-----|
| AP .    | 285     | 3   |
| EXP     | 399     | 100 |
| Element | None    |     |
| Secial  | Nothing |     |

| evel    | 28      | -   |
|---------|---------|-----|
| P       | 288     | 1   |
| EXP     | 666     | 100 |
| Element | None    |     |
| Special | Nothing | -   |

| evel    | 29      | - |
|---------|---------|---|
| MP .    | 290 🐃   | - |
| EXP     | 713     |   |
| Element | None    | 1 |
| Secial  | Nothing | - |

| SONATA                  | -            | A       |
|-------------------------|--------------|---------|
| Level                   | 34           | THE .   |
| AP                      | 1200         | 2200    |
| EXP                     | 1200         | Sales V |
|                         | None         | 1 1111  |
| Special                 | Curse, Steal | 1.8     |
| The same of the same of |              |         |

| THANOS   | 6       | -0    |
|--|---------|-------|
| Level  | 28      | Maria |
| AP.  | 585     |       |
| EXP  | 240     | ATO.  |
| Element  | None    |       |
| Special  | Nothing |       |
| The same of the sa |         |       |

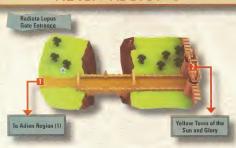
| 10000   |      | 25   |
|---------|------|--|
| WALTER  | -    | A STATE OF THE PARTY OF THE PAR |
| Level   | 26   |  |
| AP      | 443  |  |
| EXP     | 861  | (A) 100 mm   |
| Element | None |  |
| Special |      |  |
| - Line  |      |  |

## enemy encounters (non-human side)

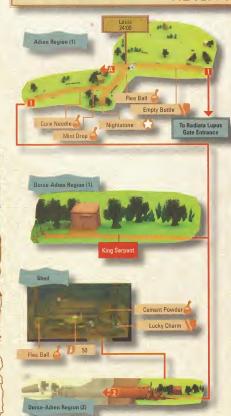
| V. Committee of the com | - Charles  | exp  | dagols  |
|--|--|--|---|
|  | Light Guardsman (x1)   | 2020~2455  | 617~644   |
| Guardsmen (B) (x1)   | Light Guardsman (B) (x1)   | 2379~2814  | 303~330   |
| Guardsman (B) (x1)   | Light Guardsman (B) (x1)   | 1740~2175  | 447~474   |
|  | Female Knight (B) (x1), Round Knight   | 2670~4051  | 524~800   |
| (C) (x1)   |  | 2031~3134  | 131~289   |
| Guardsman (B) (x1)   | Guardsman (B) (x1)   | 3204~4540  | 339~565   |
| Sonata (x1), Burglar (B) (x3) [Walter (x1), Conrad (x1), Gene (x1)   | Light Guardsman (B) (x1)   | 1375~1774  | 671~697   |
|  | Actinity Ceneraly Alicia (x1), Dennis (x1), Light Guardsmen (Bl (x1) Caesar (x1), Aldo (x1), Light Guardsman (Bl (x1)) David (x1), Thanos (x1), Light Guardsman (B) (x2) Female Knight (B) (x3), Round Knight (IC) (x1) Light Guardsman (B) (x4), Heavy Guardsman (B) (x1) Sonata (x1), Burglar (B) (x3) | Alcia (x1), Dannis (x1), Light Guardsman (B1 (x1) Caesar (x1), Aldo (x1), Light Guardsman (B1 (x1) Caesar (x1), Aldo (x1), Light Guardsman (B1 (x1) David (x1), Thanos (x1), Light Guardsman (B1 (x2) Female Knight (B1 (x3), Round Knight (Cl (x1) Light Guardsman (B) (x1) (Cl (x1) Light Guardsman (B1 (x1) (Cl (x1) Light Guardsman (B1 (x1) (Cl (x1) Light Guardsman (B1 (x1) (Cl (x1) (Cl (x1) Light Guardsman (B1 (x1) (Cl (x1) (Cl (x1) Light Guardsman (B1 (x1) (Cl (x1) (C | Description   Description |

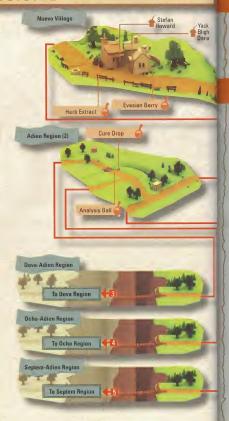
RADIATA COUNTRYSIDE

### ADIEN REGION 1



#### ADIEN REGION 2





## enemies (normal)

# BIRDCAGE INSECT Level 2 HP 41 EXP 6 Element None Special Nothing

| BUBU    |          |
|---------|----------|
| Level   | 5        |
| HP      | 130      |
| EXP     | 29       |
| Element | Earth    |
| Special | Paralyze |

| BURGLA  | R               |
|---------|-----------------|
| Level   | 4               |
| HP      | 123             |
| EXP     | 37              |
| Element | None            |
| Special | Paralyze, Steal |



| RIPPLE B   | AT             |
|--|----------------|
| Level  | 4              |
| HP   | 54             |
| EXP  | 22             |
| Element  | None           |
| Special  | Paralyze, Bind |
| The same of the sa |                |

| SPRAY SN | IAKE          |  |
|----------|---------------|--|
| Level    | 5             |  |
| AP       | 118           |  |
| EXP      | 25            | The Control of the Co |
| Element  | None          |  |
| Special  | Poison, Blind |  |

| -        |         |
|----------|---------|
| TALL BEA | ST      |
| Level    | 11      |
| AP       | 608     |
| EXP      | 230     |
| Element  | Earth   |
| Special  | Nothing |
|          |         |

## enemy encounters (normal)

| AND STREET, ST. |      |                      | possible enemy    | exp     | addors  |
|---|------|----------------------|-------------------|---------|---------|
| enemy   |      | definite enemy       | Ripple Bat (x2)   | 50~94   | 28~52   |
| Spray Snake   | Dova | Spray Snake (x2)     |                   | 230~296 | 87~320  |
| Tall Beast  | Dova | Tall Beast           | Bubu, Burglar     | 74~148  | 26~52   |
|   | Dova | Burglar (x2)         | Burglar (x2)      | 51~63   | 12~18   |
| Burglar   | Dova | Giga Ant (x3) reston | Bitty Ant (x3)    | 58~112  | 440~674 |
| Giga Ant  |      | Bubu (x2)            | Bubu, Spray Snake | 166~88  | 36~48   |
| Bubu  | Dova | Ripple Bat (x3)      | Ripple Bat        | 100~00  | 30-40   |
|   | Dova |                      |                   |         |         |

## enemies (non-human side)





| Level   | 30      |
|---------|---------|
| HP      | 803     |
| EXP     | 101     |
| Element | None    |
|         | Nothing |

| The same | 4-                    | Page  |
|----------|-----------------------|-------|
| EON      |                       |       |
| Level    | 29                    | 12    |
| HP       | 703                   | 100 A |
| EXP      | 150                   |       |
| Element  | None                  |       |
| Special  | Blaze, Bind,<br>Steal |       |
| -        |                       |       |

| Level   | 28      |     |
|---------|---------|-----|
| HP      | 280     | 182 |
| EXP     | 668     | 1   |
| Element | None    |     |
| Sectal  | Nothing |     |

| FERNANI                 | 00              | T. |
|-------------------------|-----------------|----|
| Level                   | 43              |    |
| HP                      | 1223            |    |
| EXP                     | 2240            |    |
| Element                 | None            |    |
| Special                 | Freeze, HP Heal | 8  |
| The same of the same of |                 |    |

| GODWIN  | 100     |
|---------|---------|
| Level   | 40      |
| MP      | 1086    |
| EXP     | 1950    |
| Element | None    |
| Special | HP Heal |

| Level   | 27      |   |
|---------|---------|---|
| HP      | 258     | \ |
| EXP     | 435     |   |
| Element | None    |   |
| Special | Nothing |   |

| INTERLU  | DE S        |
|--|-------------|
| Level  | 33          |
| AP .   | 280         |
| EXP  | 684         |
| Element  | None        |
| Special  | Nothing 7/1 |
| The state of the s |             |

| OAQUEL          | (B)   | 45 |     |
|-----------------|-------|----|-----|
| Level           | 31    | 4  |     |
| MP              | 1044  | B  | 180 |
| EXP             | 434   |    |     |
| Element         | None  |    |     |
| Special         | Steal |    |     |
| Constant of the |       |    |     |

| level   | 26      |   |
|---------|---------|---|
| IP.     | 285     |   |
| EXP     | 399     | 2 |
| Element | None    |   |
| Special | Nothing |   |

| -             | 198     |
|---------------|---------|
| LILY          | 30      |
| Level<br>HP   | 585     |
| EXP           | 924     |
|               | None    |
| Special       | Nothing |
| Santana Maria |         |

| MALE KN    | IGHT (B) |     |
|------------|----------|-----|
| Level      | 29       | 10  |
| AP .       | 301      | 4   |
| EXP        | 712      | 100 |
| Element    | None     |     |
| Special    | Nothing  | 11  |
| The Thomas |          |     |

| HRANDA  |          |
|---------|----------|
| Level   | 34       |
| AP .    | 767      |
| EXP     | 741      |
| Element | None     |
| Special | HP Heal, |
| Cherman | Recove   |

| NOCTUR  | NE.   |      |
|---------|-------|------|
| Level   | 44    | GEV. |
| HP      | 1983  | W.   |
| EXP     | 2341  |      |
| Element | None  |      |
|         | Steal |      |

Godwin (x1), Miranda (B) (x1)

Elma (B) (x1), Joaquel (B) (x1), Burglar (B) (x2)
Fernando (x1), Achilles (B) (x1)

definite enemy

Fernando

Godwin

## CUATOUR REGION

ത്രമെത്രത്രത്ത്രത്ത Radiata Faucon





Night and Lust



To Adien Region



Elf Region-Cuatour Region

Dova Region (2)



## enemies (normal)



| evel    | 8       |   |
|---------|---------|---|
| P       | 194     | 1 |
| P<br>XP | 67      |   |
| lement  | Earth ( |   |
|         | Nothing |   |

| ARARAT<br>Level | 6       |
|-----------------|---------|
| HP.             | 34      |
| EXP             | 34      |
| Element         | None    |
| Special         | Nothing |

| A CONTRACTOR OF THE PARTY OF TH | -              |
|--|----------------|
| RIPPLE B   | AT.            |
| Level  | 4              |
| AP   | 54             |
| EXP  | 22             |
| Element  | None           |
| Special  | Paralyze, Bind |
| Maria Wall   | 300            |
|  |                |

## enemy encounters (normal)

| Server promotery personners and | 17, Capping Garage | L. Marrows  | exp dago/s<br>135~371   84~205   |
|---------------------------------|--------------------|---|--|
| enemy                           | definite enemy     | Possible enemy<br>Blauniebel, Hunterwolf, Pararat | exp dago/s<br>135~371 84~205   |
| Blauniebel                      | Blauniebel         | Hunterwolf, Pararat                               | 134~235   66~103   |
| Hunterwolf                      | Hunterwolf (x2)    |   | 88~155 48~81   |
| Dianle Pat                      | Rinnle Bat (x4)    | Hunterwolf  | THE RESERVE OF THE PARTY OF THE |

## enemies (non-human side)





| Level   | 28      |         |
|---------|---------|---------|
| AP .    | 280     | 15      |
| EXP     | 668     | Table 1 |
| Element | None    | 20 3    |
| Special | Nothing |         |

| HEAVY G                     | UARDSMAN (B |                                 |
|-----------------------------|-------------|---------------------------------|
| Level                       | 27          | THE P                           |
| AP                          | 258         | 17.00                           |
| HP<br>EXP                   | 435         | 17.3                            |
| Element                     | None        | No. of Street, or other Persons |
| Special                     | Nothing     | <b>51</b> 8                     |
| and the same of the same of |             |                                 |





| evel   | 29      | 1    |
|--------|---------|------|
| P      | 760     | 1917 |
| XP     | 178     | -    |
| lement | None    |      |
| pecial | Nothing |      |

| Level   | 6       |
|---------|---------|
| AP      | 34      |
| EXP     | 34      |
| Element | None    |
| Special | Nothing |



| Level   | 27      |      |
|---------|---------|------|
| HP      | 956     |      |
| EXP     | 19      |      |
| Element | None    | D P  |
| Special | Nothing | R.P. |

| Level   | 28        |
|---------|-----------|
| AP      | 288       |
| EXP     | 666       |
| Element |           |
| Special | Nothing . |

| ROUNDI                    | KNIGHT (D) |
|---------------------------|------------|
| Level                     | 29         |
| AP                        | 290        |
| EXP                       | 713        |
| Element                   | None       |
| Special                   | Nothing    |
| The state of the state of |            |

## enemy encounters (non-human side)

| V.               | The second secon | 0.0  | (ava           | dagols  |
|------------------|--|--|----------------|---------|
| enemy            | Get Hill C Cherry  | Possible enemy<br>Blauniebel (x1), Hunterwolf (x1), Pararat (x1) | EXP<br>135~371 | 84~205  |
| Blauniebel       |  | Male Knight (B) (x2)   | 2286~37`0      | 686~934 |
| Charlie          | Charlie (x1), Male Knight (B) (x3)   | Hunterwolf (x1), Pararat (x1)                                    | 134~235        | 66~103  |
| Hunterwolf       | Hunterwolf (x2)  |  | 1533           | 740     |
| Nina             | Nina (x1), Putt (x1), Female Knight (B) (x2)   |  | 2152~3484      | 673~935 |
| Paul             | Paul (x1), Round Knight (D) (x3),  |  |                |         |
|                  | Round Knight (C) (x2)  | Round Knight (D) (x1), Heavy Guardsman                           | 2479~3627      | 413~585 |
| Round Knight (C) | Round Knight (C) (x2), Male Knight   | (B) (x1)   |                |         |
|                  | (B) (x1), Heavy Guardsman (B) (x1)   | TO TAIT  |                |         |



## enemies (normal)









| GOBPAKI | KEN                  |
|---------|----------------------|
| Level   | 7                    |
| (AP     | 126                  |
| EXP     | 45                   |
| Element | Earth                |
| Special | Paralyze,<br>Confuse |
| -       |                      |





## enemy encounters (normal)

|   | definite enemy                    | possible enemy   |          | dagols  |
|---|-----------------------------------|--|----------|---------|
| nemy<br>Bubble Frogger  | Bubble Frogger (x3)               | Bubble Frogger (x1),<br>Mist Frogger (x1),<br>Colossalizard (x1) | 255~646  | 78~197  |
| Colossalizard   | Colossalizard (x3)                | Colossalizard (x2),<br>Gobpakken (x2),<br>Bubble Frogger (x1)    | 300~675  | 108~324 |
| AND DESCRIPTION OF THE PERSON | (.1)                              | Crunchy Shell (x1)   | 980~1377 | 5~19    |
| Crocogator<br>Gobpakken   | Crocogator (x1)<br>Gobpakken (x3) | Gobpakken (x1),<br>Bubble Frogger (x1),<br>Colossalizard (x1)    | 135~365  | 177~298 |
| Whip Turtle   | Whip Turtle (x2)                  | Whip Turtle (x1),<br>Crunchy Shell (x1)                          | 488~1129 | 206~323 |

\*\*\*



## enemies (normal)





















Hunterwolf (x2)

Pointura (x3)

Trent (x2)

Speckled Bug (x4)

\*\*\*

## enemies (human side)



Birdcage Insect

Speckled Bug

Hunterwolf

Ivory Goat

Pointura





















| evel    | 28             |
|---------|----------------|
| P       | 697            |
| XP      | 480            |
| Element | None           |
| Special | Blaze, HP Heal |

| evel   | 4              |
|--------|----------------|
| P      | 54             |
| XP     | 22             |
| lement | None           |
| pecial | Paralyze, Bind |

| ROMAR   | A       |
|---------|---------|
| Level   | 30      |
| HP      | 783     |
| EXP     | 311     |
| Elemen  | None    |
| Special |         |
| Com     | Recover |

| Level   | 33      | -   |
|---------|---------|-----|
| P       | 959     |     |
| EXP     | 528     | 300 |
| Element | None    | 1   |
| Special | Nothing | M   |

| ERVA    |         | -  |
|---------|---------|----|
| Level   | 30      | 6  |
| P       | 774     | K. |
| EXP     | 741     |    |
| Element | None    | 78 |
| Special | Nothing |    |

## enemy encounters (human side)

|                                     | - Wagnery  |   | ols   |
|-------------------------------------|--|---|---|
| Clarence (x1), Rika (x1), Black     |  | 2385  | 468   |
| Goblin (x1)                         |  | 2229~2972   | 1140~1520   |
| Dark Elf (x3)                       |  | 1463  | 1159  |
| Franz (x1), Serva (x1), Green Orc ( | A) (x1)  | 1628  | 546   |
| Martinez (x1), Marsha (x1), Gre     | en   |   |   |
|                                     | Deintura (v1) Ripple Bat (x2), Bit   | Jaws (x1) 210~317   | 78~316  |
| Pointura (x3)                       |  | 1433~2176   | 1017~1397   |
| Romaria (x1), Santos (x1), Gre      | BU Dark Eli (X1)   |   |   |
|                                     | Goblin (x1)  Dark Elf (x3)  Franz (x1), Serva (x1), Green Orc ( Martinez (x1), Marsha (x1), Gré Goblin (x1)  Pointura (x3)  Romaria (x1), Santos (x1), Gre | Clarence (x1), Rika (x1), Black   Goblin (x1)     Dark Elf (x3)   Dark Elf (x1)     Franz (x1), Serva (x1), Green Orc (A] (x1)     Martinez (x1), Marsha (x1), Green     Goblin (x1)     Pointura (x3)   Pointura (x1), Ripple Bat (x2), Bir     Romaria (x1), Santos (x1), Green     Dark Elf (x1) | Clarince ott, Bika (x1), Black   Clarince ott, Bika (x1), Black   Goblin (x1)   Dark Elf (x3)   Dark Elf (x1)   1483   1528 |

\*\*\*\* TRIA REGION

AND ENTER PROPERTY OF THE PROPERT TRIA REGION Tria Region (3) Radiata Echidna Gate Entrance To Dwarf Tunnel III Sage Herb Extract To Blue Town of Water and Wisdom **Bell Amulet** Sarval, Sunset, Sora, & Pommelie Tria Region (1) Mustard Powder Flee Ball To Tria Region (4) Defense Berry Tria Region (2) Solieu Village Mustard Powder Tria Region (4) To Tria Region (1) Piglet To Nowem Region Nowem-Tria Region Analysis Ball Tria Village (4) Herb Extract Walkthrough **Cooling Tablet** Mud Powder Tria Village (3) To Tarkin's Living Room To Elder's Residence Entrance Tria Village (2) Nightstone To Barn 1st Floor Herb Extract Snow Powder









RIPPLE BAT

## enemy encounters (normal)

|            | Samuel Andrew Service State of the State of | and the state of t | exp dagols               | - |
|------------|---|--|--------------------------|---|
| enemy      | definite enemy  | possible enemy<br>Militarat (x3), Pararat (x1)   | exp dagels 270~439 48~76 |   |
| Militarat  | Militarat (x6)  | In (v2) Militarat (v1) Skullhead (x1)  | 226~779 32~208           |   |
| Pararat    | Pararat (x4), Militarat (x2)  | D: 1. D. (2) \Afillow (v1)   | 1110~909 100~133         | ı |
| Ripple Bat | Ripple Bat (x5)   | Skullhead (x1)   | 440~880 160~320          | ı |
| Skullhead  | Skullhead (x1)  | Ripple Bat (x1), Militarat (x3)  | 815~972 115~151          |   |

HP Heal

## enemies (non-human side)



Blaze

Special

RADIATA COUNTRYSIDE















| ELIX    | Military Mary 11 |          |
|---------|------------------|----------|
| evel    | 27               |          |
| IP .    | 438              | 3        |
| EXP     | 924              | <b>A</b> |
| lement  | Water            |          |
| Special | Freeze           |          |

| evel    | KNIGHT <sub>s</sub> (B | 1   |
|---------|------------------------|-----|
| iP      | 280                    | 100 |
| XΡ      | 668                    | 13  |
| lement  | None                   |     |
| Special | Nothing                |     |

| HEAVY G  | UARDSMAN (B |     |
|----------|-------------|-----|
| Level    | 27          | 111 |
| HP       | 258         | 15  |
| EXP      | 435         |     |
| Element  | None        | 750 |
| Special  | Nothing     | -   |
| The same |             |     |







| Level   | 29    | 42 1  |
|---------|-------|-------|
| HP      | 558   | (11)L |
| EXP     | 800   |       |
| Element | None  |       |
| Special | Blaze |       |

| Level   | UARDSMAN (E | Sand. |
|---------|-------------|-------|
| HP      | 285         | P     |
| EXP     | 399         | 100   |
| Element | None 💮      |       |
| Special | Nothing     |       |





| evel               | 6       |
|--------------------|---------|
| IP.                | 34      |
| Level<br>HP<br>EXP | 34      |
| Element            | None    |
| Special            | Nothing |

| level   | 30    |      | 14 |
|---------|-------|------|----|
| P       | 711   | 42   |    |
| XP      | 124   | Min. | 1  |
| lement  | None  | 0    | -  |
| Special | Steal | - 20 | 1  |





| evel   | 23    | 3  |
|--------|-------|--|
| P      | 254   | 200  |
| XP     | 440   | The state of the s |
| lement | None  | and the  |
| pecial | Blaze | -  |

| OLO       |       |                   |
|-----------|-------|-------------------|
| Level     | 30    | The last          |
| HP        | 735   |                   |
| AP<br>EXP | 44    | The second second |
| Element   | None  | . 5               |
| Special   | Steal |                   |

| 1-0-0       | NATE MAG | - |
|-------------|----------|---|
| Level<br>HP | 472      |   |
| EXP         | 860      |   |
| Element     | None     |   |
| Special     | Curse    |   |

| RSULA   | 4       |     |
|---------|---------|-----|
| Level   | 34      |     |
| AP      | 611     |     |
| EXP     | 1430    |     |
| Element | Water   | 10  |
| Special | Nothing | Man |

## encounters (non-human side)

| E   | enemye                             | I ICOUITICIS TO STATE   | the work of  | 2002           | dagols   |
|-----|------------------------------------|---|--|----------------|--|
| 30  | and collection of the . Name       | and his and any county with the control of the  |  |                |  |
| i i | U Company                          | Charles accounts  | COLUMN TO A STREET OF THE PARTY |                | 559~672  |
|     | THE RESERVE OF THE PERSON NAMED IN | Alba (x1), Jared (x1), Burglar (B) (x2)   | Burglar (B) (x1)   | 891~2186       | 231~436  |
| 3   |                                    | Alba (XI), Jareo (XI), Burgier (b) (AE)   | Burgiar (B) (x1) Subordinate Mage (B) (x1, Heavy Guardsman (B) (x1)  | 3273~4071      | 341~393  |
| ī   | Apprentice (B)                     | Apprentice (B) (x3)   | Light Guardsman (B) (XZ)   | 4560~5430      | 562~616  |
|     | Cecil                              | Cecil (x1), Felix (x1), Light Guardsman (B) (x1)  | Heavy Guardsman (B) (x2)   |                |  |
|     | 0. 1.                              | Curtis (x1) Morgan (x1)   |  | 629            | 525  |
|     |                                    |   | D (D) (v1)   | 3468~4136      | 1118~1231  |
| - 1 | Dimitri                            | Iris (x1), Herz (x1), Burglar (B) (x2)  | Burglar (B) (x1)   | 270~439        | 48~76  |
| -1  |                                    | Iris (x1), Herz (x1), Bulgiai (b) (x2)  | Militarat (x3), Pararat (x1)   | 226~779        | 32~208   |
|     | Militarat                          | Militarat (x6)  | Pararat (x2), Militarat (x1), Skullhead (x1)   | 1504~2172      |  |
|     | Description                        | Pararat (x4), Militarat (x2)  | Burglar (B) (x1)   | 1504~2172      | 467-000  |
|     | Distant                            | Pinky (x1) Solo (x1), Burglar (B) (x2)  | Dound Knight (C) (v1)  | 2493~3159      | 44/~5/0  |
|     | Pinky                              | Pinky (x1), Solo (x1), Burglar (B) (x2) Round Knight (D) (x2), Female Knight (B) (x1), Light Guardsman (B) (x1) | Apprentice (B) (x1), Light Guardsman (B) (x1)  | 2580~3276      | 534~63/  |
|     | Round Knight (D)                   | Noution Kingric (D) (w2)  | Apprentice (B) (X1), Light Guardonia   | 2629~3028      | 405~431  |
|     | Subordinate Mage (B)               | Subordinate Mage (B) (x3)   | Light Guardsman (B) (x1)   | and the second | The state of the s |
|     | Ursula                             | Ursula (x1), Jill (x1), Light Guardsman (B) (x1)  | and the same of th |                |  |
|     |                                    |   |  |                |  |















RADIATA COUNTRYSIDE





## enemy encounters (normal)

| Designation of the State of the |                  | -A/A-              | exp       | dagols  | 2 |
|--|------------------|--------------------|-----------|---------|---|
|  | del lille chem)  | possible enemy     | 952       | 138     | ì |
| Twin Horn  | Twin Horn (x2)   |                    |           | 320~514 |   |
| Skullhead  | Skulineau (xz)   | Tusky Mammoth (x1) | 1028-2783 | 84~1291 | ı |
| Smilodon O (B)   |                  | Tusky Mammoth (x1) | 100~1855  | 56~1263 | 1 |
| Snray Snake  | Spray Snake (x4) | Tusky Mammour (x1) |           |         | L |

## enemies (human side)







\*\*\*







## enemy encounters (human side)

| more and medican chee | The state of the s | - 04                                 | exp  | dagols    | - |
|-----------------------|--|--------------------------------------|--|-----------|---|
| enemy                 | definite enemy   | possible enemy<br>Green Orc (C) (X2) | 1028~2216  | 1240~2316 |   |
| Green Orc (A)         | Casen Ore (A) (v2)   |                                      | 1782~2336  | 1614~2192 |   |
| alcell oro ha         | 1- 0 (0) (-0)  | Green Orc (B) (x1)                   | 1941~2455  | 1931~2551 |   |
| Breen orc (o)         | C-see Ore Rider (v1) Green Orc (C) (x1)  | Green Urc (A) (X1)                   | 3990   | 1763      |   |
| Breen ort macr        | JJ (x1), Green Orc (C) (x1), Light Elf (A) (x1   |                                      | - AND ADDRESS OF THE PARTY OF T |           | - |

#### Dorse region

MORSE REGION

#### DORSE-ADIEN REGION



#### DORSE REGION



Walkthrough

169

## enemies (normal)













## enemy encounters (normal)

| Investment had became or | Patricia Commission and commission of the | A second way  | The same of the sa | dagols  | ä |
|--------------------------|---|---|--|---------|---|
| enemy                    | definite enemy                            | POSSIDIO CITOTO   | 956~1166   | 432~510 |   |
| King Ser                 |   | Pointura (x3) Pointura (x1), Trent (x1), Deathclover (x2) |  | 104~259 | l |
| Pointura<br>Ripple B     |   | Ripple Rat (x3) Deathclover (x2)                          | 1110~310   | 195~376 |   |
| Trent                    | Trent (x3)                                | Trent (x1), Pointura (x2), Deathclover (x2)               | 1188~1302  |         |   |
| Zerotone                 | Zerotone (x2)                             | Ripple Bat (x2), Pointura (x1)                            | 11100 1000   |         | į |

## enemies (human side)











RADIATA COUNTRYSIDE







| level   | 25        |   |
|---------|-----------|---|
| P       | 1157      |   |
| XP      | 514       |   |
| lement  | None      |   |
| Special | Nothing * | - |





\*\*\* enemy encounters (human side) possible enemy definite enemy Den (x1), Lin (x1), Gonn (x1) 1691~2706 Donkey (x1), Green Orc (A) (x1), Dark Elf (x1) Gobrey (x1), Ben (x1), Goo (x1) Green Goblin (x3) 1542~2706 9~22 Green Goblin (x1), Gobblehope IX (A) (x1) SEPTEM REGION PTEM CAVE To Septem Region (2) Septem-Adien Region To Adien Region SEPTEM REGION Septem Region (1) To Septem Cave (7) Septem Region (3) Septem Region (2) To Septem Cave (1) Analysis Ball Wal, Bran Septem Region (4) Moon Stone Chip To Septem-Adien Region Mustard Powder Book of Fairies Pointura's Thread Mint

Analysis Ball **Dysett Septem Region** To Dysett Region Mint 4:15~9:30 Herb Extract Holy Water Recovery Ball 200 Herb Extract 150 Snow Powder 100 Analysis Ball 40 Moon Stone Cooling Tablet 60

## enemies

Gobrey Green Goblin

Nightstone

To Algandars Castle

ent Earth ector Nothing Level HP Element None Special Nothing



RIPPLE BAT Paralyze, Bind Walkthrough

SMILODON 380 EXP 354 Element Earth Nothing TUSKY MAMMOTH 40 2500 EXP Element Earth Special Nothing

## enemy encounters

|   | The second second |                  | - CVI - CVI                                   | ехр                            | dagols        |
|---|-------------------|------------------|---|--------------------------------|---------------|
| 1 | enemy             |                  | possible enemy<br>Blauniebel (x1), Smilodon Q | 540~1029                       | 336~535       |
| - | Blauniebel        | Blauniebel (x4)  | Giga Ant (x1), Blauniebel (x1)                | 793~945                        | 250~338       |
|   | Giga Ant          |                  | Smilodon Q (x1), Ripple Bat (x3)              | 833~1253                       | 138~289       |
|   | Hollyoody         | Hollywoody (Att) | Ripple Bat (x3), Hollywoody (x1)              | 110~1009                       | 60~234        |
|   | Ripple Bat        | Libbie par (vo)  | Tusky Mammoth (x1)                            | 354~2109                       | 115~1322      |
|   | Smilodon Q        | Smilodon Q (x1)  | Tusky Ividililiotii (X1)                      | A second of the Address of the | in the soften |



| Level   | 13             |
|---------|----------------|
| IP.     | 107            |
| EXP     | 70             |
| Element | Wind           |
| Special | Confuse, Poiso |

| Level   | 8       | - |
|---------|---------|---|
| HP      | 194     |   |
| EXP     | 67      | 8 |
| Element | Earth O |   |
| Special | Nothing | 1 |

| MATANGO |         |
|---------|---------|
| Level   | 28      |
| AP .    | 282     |
| EXP     | 354     |
| Element | Earth   |
| Special | Confuse |



### enemy encounters

| Committee and the state of the second of the | And the second s | exp custo          |
|--|--|--------------------|
| gnemy definite enemy   | possible enemy (x) Manager (x)   | 268~1199   132~281 |
| 16 (14)  | Hunterwolf (x3), Deathclover (x1), Mantango (x2)   | 11416~2662 76~177  |
| Hunterwolf (x4)  |  |                    |
| Mantango (x4)  | (x2) Conekled Rup (x2) Mantango (x2), Deathclover (x2)   | 1525~1487 137~131  |
| Speckled Bug Speckled Bug (x3), Mantang  | Mantango (x3), Speckled Bug (x2), Deathclover (x2)  Go (x1) Speckled Bug (x2), Mantango (x2), Deathclover (x2)   |                    |
| Speckied seg   | A STATE OF THE STA |                    |

#### DICHETT REGION





## enemies







Flee Ball



Magma Powder

Cooling Tablet Moon Stone Chip

Herb Extract DX

Scale Armor

To Dichett-Dorse Region

## enemy encounters

|                 | 0.00               | possible enemy     |           | dagols   |
|-----------------|--------------------|--------------------|-----------|----------|
| enemy           |                    | Blood Orc (C) (x1) | 893~1839  | 900~1035 |
| Bidda or o 1. 7 | Blood Orc (A) (x1) | Flame Ant (x4)     | 2056~4112 | 16~32    |
| I Idilic / ilit | Flame Ant (x4)     | Flame Lizard (x2), | 1782~3484 | 171~289  |
| Flame Lizard    | Flame Lizard (x3)  | Flame Ant (x1)     |           | 1        |

#### DESNEUF REGION

and the properties of the prop

#### DESNEUF REGION



## enemies (normal)



| Level   | 23    | 7                   |
|---------|-------|---------------------|
| EP      | 254   | -                   |
| EXP     | 440   | 30 M P 17 B         |
| Element | None  | Service of the last |
| Special | Blaze | 100                 |

| evel    | 39            | 1   |
|---------|---------------|-----|
| P       | 1345          |     |
| EXP     | 893           | 411 |
| Element | Earth 9       |     |
| Special | Confuse, Bind | Ţ   |

| Level   | 28      | 10    |
|---------|---------|-------|
| AP .    | 456     | I del |
| EXP     | 476     | 1     |
| Element | Earth   |       |
| Special | Nothing |       |

## enemy encounters (normal)

|             | OLGO ON MONTH        | possible enemy                    | ехр       | dagols                                |
|-------------|----------------------|-----------------------------------|-----------|---------------------------------------|
|             | definite enemy       | Shell Lizard (x1), Skullhead (x1) | 1728~2744 | 102~295                               |
|             | TOTTON ELEGICA TITLE | Therosaurus (x1)                  | 893~1786  | 875~1750                              |
| Therosaurus | Therosaurus (x1)     |                                   | 952~2104  | 1138~206                              |
| Twin Horn   | Twin Horn (x2)       | Shell Lizard (x2)                 | 1332-2104 | NAMES OF TAXABLE PARTY AND ADDRESS OF |

## enemies (human side)







## enemy encounters (human side)

|   |                 |  | exp             | dagols                     |
|---|-----------------|--|-----------------|----------------------------|
| W |                 |  | 893~2732        | 900~1935                   |
|   |                 | Blood Orc (A) (x1) Blood Orc (A) (x1), Blood Orc (C) (x1)  | 2895~4734       | 1405~2440                  |
|   | Blood Orc Rider | Blood Orc (A) (x1) Blood Orc Rider (x1), Blood Orc (A) (x1) Blood Orc (A) (x1), Blood Orc (C) (x1) | OR THE RESERVED | See Section 25 / Section 5 |

Dysett region

water personal and a series of the series o

#### DYSETT REGION



#### enemies







|         | NO (A)  | 0            |
|---------|---------|--------------|
| Level   | 23      | 0            |
| IP.     | 352     | and the same |
| EXP     | 440     | 57           |
| Element | Earth   |              |
| Special | Nothing |              |

#### HEROSAURUS

| Level   | 39            |
|---------|---------------|
| AP      | 1345          |
| EXP     | 893           |
| Element | Earth 9       |
| Special | Confuse, Bind |

## enemy encounters

| Į  |                | -                | possible enemy    | ехр       | dagols    |
|----|----------------|------------------|-------------------|-----------|-----------|
|    |                | definite enemy   | possible enemy    |           |           |
| 60 | Hollywoody     |                  | Smilodon (A) (XZ) | 5500~5512 |           |
| d  | Mount Tortoise |                  | Ditty Airt (AO)   | 5500~5512 | 1750~2763 |
|    | Therosaurus    | Therosaurus (x2) | Therosaurus (x1), | 1/80~3312 | 1730-2700 |

## JACK'S FIRST MISSION

## tasks







Take the Crocogator Skin to Anastasia.



The Hecton Squad has a new mission: the party must find a Crocogator for Anastasia in the Elf Region. Leave Theater Vancoor and head for the Echidna Gate off the Blue Town of Water and Wisdom, which leads to the Tria Region. Although this is a longer journey to the Elf Region, the reason for taking it is because Jack and Jarvis don't have permission to pass through Fort Helencia in the Cuatour Region.





## CROCOGATORS FOR ANASTASIA

Enter the Tria Region from the Echidna Gate and head west. Take the north road at the first fork in the path to reach the Nowem Region. Continue along the path and take a right at both forks in the road to reach the Cuatour Region and Fort Helencia's back door. This is a good spot to rest before proceeding to the Elf Region.



.....

Easy Training

The dummy near Fort Helencia's back door is an excellent place to train. Use the restoration spot near the trail to fully heal Jack between exercises. This also helps conserve valuable Herb Extracts. As with the one-handed sword, attempt the spear exercises until the Thousand Spears Volty Blast is unlocked.



Continue east through the Cuatour Region to the Elf Region. Pass the City of Flowers and enter Elf Region (3) to locate the Crocogator.



The duo of Jarvis and Jack is a good match for this giant beast. Stand at the opposite end from Jarvis, as Jack can freely attack when the beast is threatening Jarvis. If it turns to face Jack, block and counterblow with single attacks while Jarvis unloads on its backside. For defeating this foe, the party receives a Crocogator's Skin.



Explore the rest of the region and then head back. Jarvis points out the Journey Pig Statue next to the City of Flowers. These statues act as transporters, enabling Jack to travel from one statue to another in the blink of an eye. Use the Journey Pig Statue and travel to the flashing statue on the map (Adien Region).

\*\*\*\*\*



## PAYDAY

#### 



Enter the city and immediately go to the Olacion Order Shrine to hand over the Crocogator's Skin. Anastasia and company are always in her room to receive the item even if, technically, she should be somewhere else at

the time. The party receives either 100 or 10,000 Dagols for their trouble, depending on the quality of the hide, which is randomly determined.

## FREELANCE WORK

Return to the Theater Vancoor and talk to Thanos at the front desk. He offers Jack four missions: Smilodon Fang, A Masterpiece of Fantasy, Vexatious Vermin, and Beasts by the Bridge. The missions that Thanos offers are not



Hecton Squad missions, so Jack must form his own party from his friends. Most of these missions have no effect on the overall storyline, but they are an excellent way to earn some extra Dagols and experience.

#### A MASTERPIECE OF FANTASY TO THE PROPERTY OF TH

Client: Ward

Pay: 2000 Dagols

Job: "I need someone to go to Earth Valley to pick up some weapons. Wanted: Someone who will handle these weapons with great care."

Ware is located at The Survivor Armory, which is next door to Theater Vancoor. He explains the mission and asks the party to get packages from three dwarven weaponsmiths in Earth Valley: Brockle. Dwad, and Gehrmann.





Use the Pig Statue at the Lupus Gate to transport the party to the Dova Region and Earth Valley. The three dwarves are easy to find, as their homes are positioned in a row directly below the city's entrance. Gather the parcels and transport the party back to Radiata. Give the goods to Warc, then pick up Jack's pay at Theater Vancoor.



## SMILODON-FANG extendence of the contract of th

Client: Dwight

Pay: 500 Dagols x number of fangs

Job: "Brave warrior needed to gather Smilodon Fangs. Needed to make a panacea. Come to Olacion for further details."

Go to the Olacion Order Shrine and find Dwight, the client, in his room in the Olacion Order Mortal Tree Hallway. They're looking for two Smilodon Fangs from the Ocho Region. To get there, leave the city via the Lupus Gate and enter the Adien Region. Pass through the countryside to the bridge that connects the Adien Region to the Ocho Region.





Smilodons are a common enemy in the Ocho Region, but so are many other dangerous creatures. Come prepared by bringing plenty of Herb Extracts and even a few Flee Balls just in case the situation gets serious. When the party encounters a Smilodon, defeat it to claim two Smilodon Fangs and return to the Olacion Order Shrine. Hand over the fangs to Dwight to claim the reward.



---



TAX TO 1 XXX

\*\*\*\*

Jack mentions that he can earn extra Dagols by finding additional Smilodon Fangs and selling them. Don't take this seriously: you cannot complete this mission a second time.

## \*\*\*\* BEASTS BY THE BRIDGE COOK AND ADDRESS OF THE BRIDGE COOK AND A

Client: Elef

Pay: 3000 Dagois

Job: "Get rid of the beasts by the bridge construction site so we can do our job! The bridge ain't building itself!"



Leave town from the nearby Lupus Gate and venture into the Adien Region. Hang a left at the first fork in the road, then take a right at the second fork to reach the Dorse-Adien Region bridge. This is where the client, Elef, is located. The worksite is being attacked by four



Defeat the Trents first, since they fall quickly. The King Serpent takes more effort due to its high HP. Surround it and take turns hitting the snake as it shifts. Watch everyone's HP closely and keep the healer active. This is a level 31 foe, so lower-level allies may take a nasty beating Return to Theater Vancoor to collect the reward.





Moves





. . then surround and pound the Kins. Serpent

Walkthrough

## new recruits

| enemy     | level | page |
|-----------|-------|------|
| Anastasia | 30    | 22   |
| Dwight    | 20    | 35   |
| Elef      | 10    | 37   |
| Grant     | 3     | 51   |
| Hip       | 7     | 53   |
| Ryan      | 10    | 73   |



# THE SPREADING PLAGUE

### tasks







Check with Thanos at

## S. SHEILA'S SICKNESS

Enter Jack's home between 9am and 8pm to advance the main storyline. It may be necessary to rest a couple of times, depending on the day. Ms. Sheila may be sick. Get to her home immediately, which is just across from the lottery booth in Vancoor Square, Return to Theater Vancoor after the encounter with Ms. Sheila.





## A Duel in Broad Daylight



Enter the Hecton Squad Locker Room between 8am and 12pm to find Jarvis and Daniel. Jarvis and Jack end up dueling. Jarvis likes to begin his attacks with a sword thrust. Block the thrust and counterblow a few times to win the battle. Jarvis's stats are dependent on his level prior to the battle.

## VEXATIOUS VERMINICADO

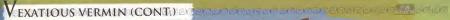
Client: Vareth Institute

Pay: 3000 Dagols

Job: "Rid the cafeteria of rats so the students can eat lunch in a

Go to the Vareth Institute and speak to Roche at the front desk. She takes Jack to the cafeteria where the mission takes place. Daniel joins the party, replacing one of the current party members, and brings useful information about a special yellow rat. Focus on the Pararats and Militarats first, then take it to a second group of rats. Finally, take aim at the special yellow rat that makes an appearance.







| ELE  | P07 | DAD |     |       |      |
|------|-----|-----|-----|-------|------|
| None | IA  | PAR | BLD | BND   | FR7Z |
| Δ    | CON | CUR | PET | Date  | D    |
| -    | טו  | ID  | ID  | DUU A |      |

| Moves       |      | Range | Ara | Denter | Knock<br>Back | Effect)                                  |
|-------------|------|-------|-----|--------|---------------|--|
| Bite        | None | Short | 0   | O      | Back          | Breer                                    |
| Poison Spit | None | Long  | 10  | 10     | 0             |  |
| Confuse Gas |      | 1     | 10  | 0      | 0             | Poison (2.0)                             |
| Mouse Call  |      |       | lo. | 0      | 0             | Confuse (2.0)                            |
|             |      | 1     | 10  | U      | 0             | Summon Militarat,<br>Pararat, Carnivorat |

Lock onto the Tawny Rat immediately and let the other party members dispose of the Pararats and Militarats while Jack fights the main boss. The Tawny Rat uses Poison and Confuse attacks, so watch everyone—especially Daniel—and call for healing and cures when necessary. Jack collects his reward automatically after the battle.







Walkthrough

#### PECPUITS

| NEWKE   | CROITS |      |  |
|---------|--------|------|--|
| Recruit | Level  | Page |  |
| Adina   | 117    | ???  |  |
| Auma    | 117    | ???  |  |

THE STRATEGEM

### tasks











Find the Void



Return to Theater Vancoor in the morning after finishing the mission and talk to Thanos

at the front desk. The Hecton Squad has a new mission. Jarvis, Daniel, and Jack must protect the princess while she shops in Radiata.



Go to the second floor and look for a large red switch on the back wall. Throw the switch to reveal a hidden staircase on the first floor. Walk downstairs and use the hidden staircase to catch up to the villains.

Follow her kidnappers to the Path of Insanity and Fanaticism. Jack won't deviate from the scripted path, so there's no getting lost. The thugs flee into a vacant house in the center of the street. Save and restore Jack's lost HP inside the house.







| -   | 1                       |                                | DGG.                                       | GVA                                     | LCK  |
|-----|-------------------------|--------------------------------|--|---|--|
|     |                         |                                |  |   | 41   |
| EVP | DAGOL                   | DROP                           | 100  |   |  |
|     | 206                     | ???                            |  |   |  |
|     | 100 mark 100 mark       |                                | - Contract of                              | RND                                     | FRZ  |
| 007 | PAR                     | BIL                            | and the second                             | D                                       | ID   |
| FUE | CUR                     | U                              | 7  | DIH                                     |  |
|     | 1V<br>13<br>EXP<br>(101 | 13 360<br>EXP DAGOL<br>101 206 | 13 360 80<br>EXP DAGOL DROP<br>101 206 ??? | 13 360 80 60 EXP DAGOL DROP 101 206 ??? | 13 360 80 60 87<br>EXP DAGOL DROP<br>101 206 7???<br>POI PAR BLD DTH |

During the first round of this fight, try to avoid taking damage, Eventually, Daniel gets knocked out of the battle and the second round begins. This is when the enemies start taking real damage. Watch for Jarvis to attack one of the enemies, then attack the other so it's a one-on-one battle. Dodge their attacks or block and counterblow. If you're using a spear, this fight will be considerably easier, as the range of your weapon will keep the kidnappers from hitting you most of the time. Joaquel is slow and easy to dodge, which makes it simpler to attack from the back. Elmo is a bit more elusive, but considerably weaker.



Element Range

Moves



THE SPREADING PLAGUE

#### \*\*\*

# PATH OF THE SPIDER

### enemies



| AL PROPERTY. |         |
|--------------|---------|
| LITTLE O     | ILY     |
| Level        | 1       |
| AP .         | 58      |
| EXP          | 0       |
| Element      | None    |
| Special      | Nothing |
| Region       |         |
| -            |         |



| IUD BON     | 21      |    |
|-------------|---------|----|
| level<br>IP | 200     | N. |
| EXP         | 225     |    |
| Element     | Water   |    |
| Special     | Nothing |    |
| Region      |         | 7  |

| UD DILI | -       |     |
|---------|---------|-----|
| level   | 29      |     |
| AP.     | 1360    |     |
| EXP     | 993     | 100 |
| Element | Water   | -   |
| Special | Petrify |     |
| Region  |         | 1   |





| 1 | OILY BUG  | -       |
|---|-----------|---------|
| Į | Level     | 16      |
|   |           | 116     |
|   | AP<br>EXP | 197     |
| 1 | Element   | None \  |
| 4 | Special   | Nothing |
| 4 | Region    |         |
|   |           |         |

| SHEMUD  |        |
|---------|--------|
| Level   | 19     |
| AP.     | 228    |
| EXP     | 170    |
| Element | Water  |
| Special | Poison |
| Region  |        |
| -       |        |



## enemy encounters

|             | 0.000            | possible enemy                                   |           | dagols  |
|-------------|------------------|--|-----------|---------|
| enemy       | definite enemy   | (Mud Pawn (x2), Shemud                           |           | 315~533 |
| Hemud       | Hemud (x3)       |  |           | 48~180  |
| Militarat   | Militarat x6     | Oily Bug (x3)<br>Mud Pawn (x2), Mud Fighter      | 675~1037  | 240~426 |
| Mud Bone    | Mud Bone (x3)    | Mud Pawii (x2), Widd Fighter                     | 1993~1449 | 790~874 |
| Mud Dile    | Mud Dile         | Mud Fighter (x2)<br>Mud Pawn (x2), Mud Mage (x1) |           | 126~328 |
| Mud Fighter | Mud Fighter (x3) | Mud Pawn (XZ), Mud Mage (XI)                     | 402~761   | 432~656 |
| Mud Pawn    | Mud Pawn (x6)    | Mud Pawn (x2), Mud Bone                          | 591~788   | 132~180 |
| Oily Bug    | Oily Bug (x3)    | Oily Bug, Little Oily (x4)                       | 510~869   | 222-446 |
| Shemud      | Shemud (x3)      | Mud Pawn (x2), Mud Bone                          | 591~869   | -       |
| Shelling    | Mud Mage (x3)    | Mud Pawn (x2), Hemud                             | 1391~003  | 1171    |



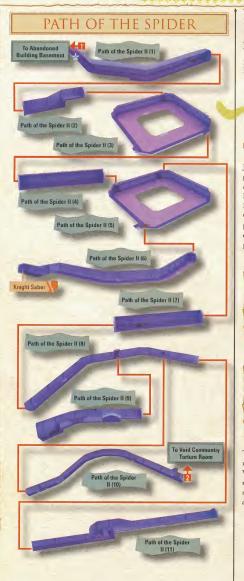
# ON THE RUN

After the battle, the enemies flee into the sewers. Save and restore at the entrance. The path through the sewers is simple, but an enormous Mud Dile waits in the third section. Run counterclockwise around the room to avoid it, if desired.



There are three exits in the second square room. The rogues went through exit "OI", but take a moment to explore "O3" and collect the Knight Saber at the end.





There's a long hall ahead that has three exits. The middle exit is a round pipe. Enter the pipe and follow it to its end at the Void Community, where the party finally catches up to the kidnappers.



## GROOMING A SUCCESSOR

Jack becomes a Sergeant in the guild the next day and receives a tutorial in the art of Linking. He can use his first Link, the Box Link, whenever the Volty Gauge contains at least 10 points, but the Volty Gauge drops by one point each time a party member gets hit.





The Skill Link system is also enabled. Party members share skills while linked. Jack may even permanently learn another character's skill in this manner. Becoming a Sergeant also opens many new recruits, starting with Gareth in the Training Facility.

EWDECDITTS



There is plenty of free time now, as long as he avoids Vancoor Square for the moment. Spend some time recruiting around the guild and in the wild.

| Recruit | Level | Page |
|---------|-------|------|
| Aesop   | 27    | 86   |
| Ben     | 11    | 87   |
| Bligh   | 9     | 24   |
| Brie    | 15    | 88   |
| Caesar  | 36    | 26   |
| Conrad  | 7     | 30   |
| Daniel  | 11    | 33   |
| David   | 22    | 33   |
| Den     | 10    | 91   |
| Donkey  | 18    | 92   |
| Eon     | 10    | 40   |
| Gabe    | 17    | 95   |
| Gareth  | 19    | 46   |
| Giske   | 4     | 48   |
| Gob     | 29    | 98   |
| Gobrey  | 26    | 99   |
| Golly   | 6     | 99   |
| Gonn    | 14    | 100  |
| Goo     | 4     | 100  |
| Gordon  | 14    | 51   |
| Iris    | 39    | 55   |
| Jarvis  | 21    | 56   |
| Lin     | 23    | 104  |
| Mason   | 3     | 107  |
| Monki   | 26    | 108  |





Track the stranger down by going to Vancoor Square. After several cinemas, Jack appears at his home. He now has two days to explore, recruit, and run missions until the next storyrelated event.



home to save until all of the events are complete. -,.00

Jalkthrough

### GREATURES OF THE SEWER

Client: Unknown

Pay: 5000 Dagols

Job: "Strange moaning can be heard from the sewers lately. Please investigate this for the safety of the civilians."









| The same    | -        | /   |   |
|-------------|----------|-----|---|
| MUD PAW     | 16       | 760 |   |
| Level<br>HP | 190      | 601 |   |
| EXP         | 67       |     |   |
| Element     | Water    |     |   |
| Special     | Paralyze |     | 2 |
| Region      |          |     |   |
|             | -        |     |   |

| OILY BUG |         |
|----------|---------|
| Level    | 16      |
| AP       | 116     |
| EXP      | 197     |
| Element  | None \  |
| Special  | Nothing |
| Region   |         |
| -        |         |





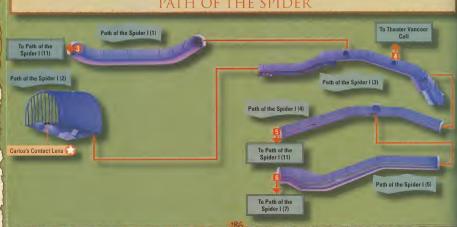
| SHEMUD            | -      | 280                             |
|-------------------|--------|---------------------------------|
| Level             | 19     |                                 |
| MP                | 228    | 1141                            |
| EXP               | 170    | 41.6                            |
| Element           | Water  | AK                              |
| Special           | Poison | (1)                             |
| Special<br>Region |        | - Annual Property of the Parket |
| 1                 |        |                                 |

|         | 1     | The second second |
|---------|-------|-------------------|
| MUD MAG | GE,   | 194               |
| Level   | 20    | (3)               |
| AP      | 216   | No. of            |
| EXP     | 197   | 4 (6)             |
| Element | Water | 17.14             |
| Special | Blind | 61                |
| Region  |       |                   |
|         |       |                   |

| THE RESERVE THE PARTY OF THE PA | See St. Library   | TANKS OF THE PARTY |                    | - 200 |    |   |
|--|-------------------|--|--------------------|-------|----|---|
| enem   | y 6               | enc  | ou                 | int   | er | S |
| THE PERSON NAMED IN  | diameter Contract | -  | AND DESCRIPTION OF |       | -  |   |

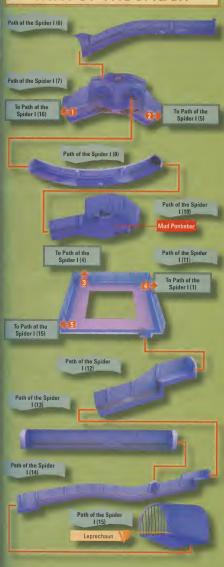
| The state of the s | O-CO-One consum   |                              | - L      | dagols   |
|--|-------------------|------------------------------|----------|----------|
| enemy  | definite enemy    | Mud Pawn (x2), Shemud        |          | 315~533  |
| Hemud  | Hemud (x3)        |                              |          | 48~180   |
| Militarat  | Militarat x6      | Oily Bug (x3)                | 675~1037 | 240~426  |
| Mud Bone   | Mud Bone (x3)     | Mud Pawii (xz), ivida rigita | 993~1449 | 790~874  |
| Mud Dile   | Mud Dile          | Mud Fighter (x2)             |          | 126~328  |
| Mud Fighter  | Mud Fighter (x3)  | Mud Pawn (x2), Mud Mage (x1) | 402~761  | 432~656  |
| Mud Pawn   | Mud Pawn (x6)     | Mud Pawn (x2), Mud Bone      |          | 132~180  |
| Oily Bug   | Oily Bug (x3)     | Oily Bug, Little Oily (x4)   | 510~869  | 222~446  |
|  | Shemud (x3)       | Mud Pawn (x2), Mud Bone      |          | 174~423  |
| Shemud   | Mud Mage (x3)     | Mud Pawn (x2), Hemud         | 1391~005 | 1174-420 |
| Mud Mage   | IVIUU IVIUGO (NO) |                              |          |          |

### PATH OF THE SPIDER

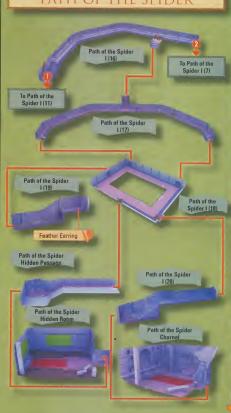


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### PATH OF THE SPIDER



### PATH OF THE SPIDER







There's an entrance to the sewers in cell "05" on the bottom floor of Theater Vancoor. Use it to access the labyrinth known as Path of the Spider. Walkthrough

Go to the right at the base of the ladder and enter the gate near the end of the tunnel. Continue down the next tunnel and look for another gate set in the back wall midway down the tunnel. Pass through it to reach a long tunnel that ends with a short set of stairs. A room with falling water is at the top; enter the first door on the right in the back wall behind the falling water. Follow the halls to their end, turning right at the fork, (Path of the Spider 10) to find the boss.





| Moves                             | Elemen       | Range        | Are            | Dave | Knock                          | Effect   |
|-----------------------------------|--------------|--------------|----------------|------|--------------------------------|--|
| Lientacle Beat                    | None         | Long         | 30             | 1.0  | 1.0                            | The state of the s |
| Gray Mud Mucus<br>Brown Mud Mucus | None         | Long         | 90             | 0.4  | the Substitution of the Parket | 17 Gobs, Petrify (1.0)   |
| Emph. C 1/                        | None<br>None | Long         | 90             | 0.6  | THE OWNER OF THE OWNER OF      | 17 Gobs, Petrify (1.0)   |
| Gear Vomit                        | None         | Long<br>Long | 90             | 0.4  | 0.5                            | 17 Gobs, Confuse (2.0)   |
| Poisonous Fog                     | None         | Long         | Street Street, | 0.4  | 0.5                            | 17 Gobs  |
| Multiplication                    | None         | -            |                |      | Samuel Contraction of          | 1~9 Hits, Poison (1.0)<br>Summon Mud Pawn  |

This huge, deadly boss brings along some friends for this fight. Spend some time picking off the smaller foes before going after the big yoy. The boss uses many different status attracks, but confuse is perhaps the most dangerous since it can turn the best fighter against the rest of the party. Make sure the party's healer can cure this status, or bring along plenty of Mint Drops. It's also helpful to have characters in the party with skills like Prevent Confuse, Prevent Perrift, and Prevent Poison so the party can share them while Linked If Flora isn't around, Jack should equip the Status Cure Skill, if possible, and Link to share it with the rest of the party.

The attack plan is simple. The boss is large and takes up a great deal of space, so it's a little tricky to surround it with the Box Link. Instead, try the Wave Link. All four party members get to attack and quickly jump away, which keeps them away from the Mud Ponbabar's deadliest attacks. Keep a very close eye on everyone's HP and status, as well. Should the battle go poorly, have everyone back away from the boss and take it on one-on-one. Jack can easily dodge its slow attacks by himself and strike it in the back. It takes longer to defeat the enemy, but it's much safer. Return to Thanos to claim the reward, but the real treasure is the Rune Saber that the creature drops. Equip it immediately!



Be prepared to core the Mud Ponbabar's negative status atracts.



The wave Link enables the party to arrack and regreat to a safe range.







There's plenty of the sewer area left to explore. Take some time to check it out and gather the hidden Void treasures. Also, talk to the disheveled Tony on the way out as he may be ready to join the Friends List!

·,-#

## REASURE OF GOBLIN CEMETERY

Client: Me, the great

Pay: 3000 Dagols

Job: "Rumor has it that valuable treasure is hidden in the Goblin Cemetery You'll get it for me, right?"

The Adien Region maps are located on page 158. The Dorse Region maps are located on page 169.

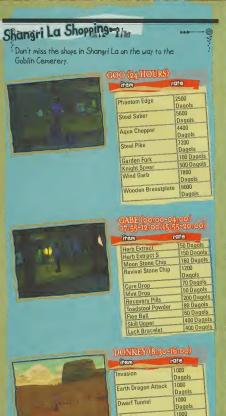
Thanos explains that the Goblin Cemetery is in the Dorse Region, however, the entrance is sealed tight. He suggests checking the Vareth Magic Institute library for clues on how to get inside. Check the bookshelves at the top of the library with 

to find the password into the cemetery.



Leave the city from the Lupus Gate to reach the Adien Region. Hang a left at the first fork in the road and follow the path to the Dorse-Adien Region bridge. The first part of the Dorse Region is a large maze. Take the path straight through the center and look for a camouflaged fork across the tunnel/bridge. Take the left path to find the Goblin Cemetery.









Walkthrough

## THE GOBLIN CEMETERY

### enemies



| Level   | 3       |     |
|---------|---------|-----|
| AP      | 55      | 130 |
| EXP     | 10      | 100 |
| Element | None    | 1   |
| Special | Nothing |     |
| Region  |         |     |

| BONE GO | BLIN    | 1    |
|---------|---------|------|
| Level   | 17      | 20   |
| AP      | 202     | 140  |
| EXP     | 75      | 400  |
| Element | None    | 2-57 |
| Special | Nothing |      |
| Region  |         | -    |



| Level   | 9         | LA |
|---------|-----------|----|
| CAP     | 109       | 11 |
| EXP     | 70        |    |
| Element | None      |    |
| Special | Nothing ' |    |
| Region  |           |    |



| PARARAT | -        |
|---------|----------|
| Level   | 6        |
| AP.     | 34       |
| EXP     | 34       |
| Element | None     |
| Special | Paralyze |
| Region  |          |
| W. Firm |          |

|   | A Second |   |
|---|----------|---|
| 1 | PHANTON  | M. A. |
| ١ | Level    | 19  |
|   | AP.      | 196                                       |
|   | EXP      | 270                                       |
| 1 | Element  | None                                      |
| A | Special  | Curse, HP Heal                            |
|   | Region   |   |
|   |          |   |

| The State of the S | -                   | -                     |
|--|---------------------|-----------------------|
| POINTUI  | KA<br>Ig            |                       |
| AP   | 185                 |                       |
| EXP  | 70                  | STATE OF THE PARTY OF |
| Element  | Earth **            |                       |
| Special  | Paralyze,<br>Poison |                       |
| Region   | Poison              |                       |



|       |    |    | man more |     |
|-------|----|----|----------|-----|
| enemy | an | CA | unt      | Prs |
| enemy |    | CU | ULI      | CIO |

| nemy)                      | definite enemy                | possible enemy                             | - U      | agols   |
|----------------------------|-------------------------------|--|----------|---------|
| Militarat                  | Militarat (x3),               | Militarat (x3), Bone Goblin,               | 200 000  | 32~101  |
| Pararat                    | Pararat (x2)                  | Phantom (x2)                               | 215~755  | 28~34   |
|                            | Militarat<br>Birdcage Insect  | Birdcage Insect (x2), Bitty                | 306~328  | 9~15    |
| Birdcage<br>Insect         | (x6), Phantom                 | Hopper<br>Phantom, Pararat, Militarat (x3) | 810~1249 | 9~40    |
| Phantom<br>Pointura        | Phantom (x3)<br>Pointura (x3) | Pointura, Bone Goblin (x2),                | 210~700  | 78~191  |
|                            | Bone Goblin (x4)              | Phantom<br>Bone Goblin (x2), Phantom (x2)  | 300~990  | 168~258 |
| Bone Goblin<br>Giga Hopper | Giga Hopper (x3),             | Bitty Hopper (x2), Deathclover (x3)        | 230~460  | 53~157  |
| Ripple Bat                 | Ripple Bat (x3),              | Pararat (x2), Deathclover (x2)             | 136~344  | 68~140  |

The Goblin Cemetery is very straightforward. There's one path from the start to the end and plenty of enemies along the way. This is an excellent leveling ground, so fight most opponents. Be on the lookout for Bone Goblins that emerge from the ground. They're very slow to appear, so it's possible to pass by them most of the time. The treasure room at the far end of the cemetery is home to a powerful spirit.





Goblin Cemetery (5)

Herb Extract



## GOBBLEHOPE IX

|            | EXP         | DAGOL  | 151               | 50      | 255       | 123 |
|------------|-------------|--|-------------------|---------|-----------|-----|
|            | 650         | 10   | DROP<br>Flee Ball | , Myste | ery Berny |     |
| ENE        | POI         | PAR  |                   | -22     | TY DCTTY  | 100 |
| None<br>LZ | CON         | A  | BLD               |         | BND       | FRZ |
| 1          | A           | CUR  | PET               |         | OTH       | A   |
|            | - 100 March | The same of the sa | JA                | -       | 4         |     |

| ESSON.              |         | IA.   | MORTHUG DE | A            |       |             |
|---------------------|---------|-------|------------|--------------|-------|-------------|
| Moves               | Flement | Range | 100        | 0            | Knock | Effect      |
| Fridittulud Rolf    | Wind    | Mid   | 0          | Power<br>1.5 | Rack  | Effect      |
| Goblin Resurrection | -       | -     | -          | 1.5          |       | Summon Bone |
| Fade                | -       |       | -          |              |       | Goblin      |
|                     |         |       | I- I       | -            |       | Warn Across |



Walkthrough

Search for Gobblehope in the room ful of Bone Goblins

Gobblehope has an unending supply of Bone Goblin minions at his command. Try to ignore them, as much as possible and focus on Gobblehope. He disappears after staying in one spot for a few seconds, then reappears elsewhere in the room. Obviously, this makes it very difficult to transport from the hoss after each disappearance and lay into him with a Volty Blow whenever possible.

Watch everyone's health and command the party's healer to restore lost HIP when necessary. It also helps to use some of Jack's party commands at the start of the battle to increase attack power—or even defense-against the initial group of Bone Goblins. As the other party members attack the Bone Goblins, the Volty Gauge Fills. Jack can always hir Gobblehope with a Volty Blast if the gauge maxes out during the Fight.



then lock on and use a
Voity blow to cause maximul
damage before he vanishes
again



## Gob, Aesop, Monki



On the way in or out, the party may encounter the goblin trio of Gob, Aesop, and Monki again. The strategy for fighting them is the same as the first battle. Lock onto Monki

and attack with everything in Jack's arsenal. When Monki is defeated, the Link is permanently broken and the remaining goblins are easily defeated. Afterward, Jack can "punish them", "let them go", or "ask them to join" him. Choose to "let them go" and the goblins decide to join Jack's ranks!

## 

Client: Ullula

Pay: 8000 Dago

Job:

"Chief Elwen, the time has come for you to prove your strength. Do you dare challenge my golem to a battle?" Take the request to Elwen on the fourth floor of Theater Vancoor. She asks Jack to take her place by facing the golem at the Echidna Gate. Go there right away to meet Ursula.





|           | CAL CONTRACTOR | DUCOR | DRUP                 |
|-----------|----------------|-------|----------------------|
|           | 3030           | 10    |                      |
|           | -              |       | Evasion Berry (100%) |
| 3         | DAY            | -     | - Record             |
| -         | POI            | PAR   | BID POWE             |
| one       | /A             | 1     |                      |
| 5         | CON            | CNO   | D FRZ                |
|           | C              | CUR   | RET DE A             |
| Miles and | (D             | 10    | GEU DUG              |

| all districtions.             | 2 Police     | IA            | IA  | -   | IA             |                            |
|-------------------------------|--------------|---------------|-----|-----|----------------|----------------------------|
| Moves<br> Bomb                | Eleme        | nt Range      | Arc | Pow | Knoc<br>er Rac | R<br>Effect                |
| Vertical Punch                | Fire<br>None | Long<br>Short | 0   | 1.0 | 11.0           | 1~6 Hits                   |
| Hip Press<br>Fog of Pollution | None         | Short         | 360 | 1.0 | 11.0           | Knock Back                 |
| onation                       | Volle        | Mid           | 0   | 0   | 0              | 1~4 Hits,<br>Poison/Blind/ |



Unleash Jack's best attacks when the solem falls down.

Melissa, Ursula's creation, is huge and powerful but slow. Stay near the golem and run circles around it. Attack it in the back its attacks miss. It's best to use single stroke attacks that hit multiple times (like the Downward Thrust 2-Handed Sword Attack Otherwise, Jack may get only one or two hits in before having to dance back out of range. Jack's best opportunity to cause damag occurs when the boss falls down.

LOK

Also, beware of Melissa's hopping attack: get away fast when it leaps into the air. Its landing creates a shockware that damages anyone who is nearby. Come prepared to fight its negative status effects, too. The Status Cure Skill is very helpful, but some medicine will get the job done. Return to Theater Vancoor to accept Jack's payment after winning the battle.

## GONOVITCH'S DILEMMA COOK - THE LACK HAVE HAVE VALUE WITH LACK HAVE HAVE AND A SECOND TO THE WAY OF THE WAY.

Client: Gonovitch

Pay: 4000 Dagols

Job: Monsters are raiding the mines and we can't mine for ore. Please get rid of them immediately.

## enemy encounters

Militarat (x4) Militarat Robo Dwarf B (x3) Robo Dwarf B Robo Dwarf R (x3) Robo Dwarf R Flash Monkey (x3) Flash Monkey Carnivorat (x4) Carnivorat

\*\*\*

definite enemy possible enemy dagols Militarat (x4), Flash Monkey (x1), 180~455 32~118 Deathclover (x1) Robo Dwarf B (x1), Robo Dwarf 30~82 105~245 R (x1), Deathclover (x1) 30~82 Robo Dwarf B (x1), Robo Dwarf 105~245 R (x1), Deathclover (x1) 66~98 Flash Monkey (x1), Robo Dwarf 20~97 Militarat (x1), Carnivorat (x1), 28~220 Deathclover (x2)

### enemies

|         | No.     |
|---------|---------|
| CARNIVO | RAT     |
| Level   | 2       |
| AP      | 29      |
| EXP     | 7       |
| Element | None    |
| Special | Nothing |
| Dorfera |         |

| Level   | 9               |
|---------|-----------------|
| AP.     | 107             |
| EXP     | 70              |
| Element | Wind            |
| Special | Confuse, Poison |
| Region  |                 |

| P       | 120     | The same of the sa |   |
|---------|---------|--|---|
| SXP .   | 35      |  | 1 |
| Plement | None    | ON I   |   |
| Special | Nothing |  |   |

|             | No. of the last of |
|-------------|--|
| ROBO DW     |  |
| Level       | 3  |
| AP          | 110  |
| EXP         | 33   |
| Element     | None   |
| Special     | Nothing  |
| Region      |  |
| The same of | The same of the sa |

Walkthrough

| FLASH M | ONKEY        |     |
|---------|--------------|-----|
| Level   | 5            |     |
| AP      | 123          | No. |
| EXP     | 25           | 1   |
| Element | None         |     |
| Special | Blind, Steal |     |
| Reston  |              |     |





Travel to Earth Valley and speak with Gonovitch in the zigguratlike building. Cross the city and enter the second Dwarf Tunnel. Compared to the party, the monsters that roam the tunnel are fairly weak at this point in the game, so they shouldn't pose much of a threat. The tunnel opens into a large room. Go straight across the room and enter the tunnel on the opposite side, which leads to a second large room. Cross the second room to the small door on the far left-hand side that leads to a huge final room and the

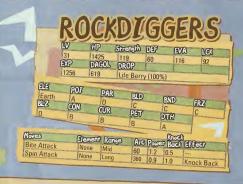


#### DWARF TUNNEL 1



AN ECCENTRIC VISITOR

**DWARF TUNNEL 4** DWARF TUNNEL 5 Dwarf Tunnel III (4) Dwarf Tunnel II (9) To Dwarf Tunnel To Dwarf Tunnel II (8) Tria-Dova Region **Dwarf Tunnel II (10)** To Ocho Region (3) **Dwarf Tunnel II (11)** Dwarf Tunnel III (1) To Tria Region (3) Dwarf Tunnel III (5) mg and To Earth Valley Snow Powder Dwarf Tunnel III (2) Cement Powder Magma Powder Herb Extract To Dwarf Tunnel Revival Stone Chip 80 Cement Powder Flexibility Lotion Dwarf Tunnel III (3) Walkthrough





Allow mayic users to arrack from a distance



The Rockdiggers use a spinning atrack that makes them very difficult to approach. Thus, the Line Link's ranged atrack is very useful but it chews up the Volty Gauge in a hurry. The Wave Link is also beneficial, since it enables Jack to control the timing of everyone's atrack and draws the party a safe distance away from the enemy after each swing. It also helps to have a few magic users in the party that can atrack from long range.

The real trick is to watch the spin carefully. There's a brief pause in the middle of the attack that makes it appear as if the Rockdigger's spin is stopping Hold back for a moment forger and wait for the second spin to stop before attacking. Report to Gonovitch after the battle, then return to Theater' Yancor to Claim the reward.

## CHAINS OF FATE ENDERSON CONTROL OF FATE

Enter Club Vampire to find Nocturne. He presents Jack with a letter for Gerald and demands that it be delivered. Travel to Theater Vancoor and look for Gerald on the third floor. He takes the letter and then departs. Return to Club Vampire once more, and then backtrack to Theater Vancoor and speak to Elwen on the fourth floor.



Run to Faucon Gate to find Nocturne and Gerald and to learn about the connection between the men. This event is available only after Strategem and The Ultimate Weepon, and is no longer available once Leonard visits Jack at the end of An Eccentric Visitor. It must be completed, or Gerald (page 48) and Nocturne (page 68) can't be recruited, which also makes it impossible to recruit other characters, such as Elwen (page 39), late in the game.



| NEW REC  | RUITS |      |
|----------|-------|------|
| Recruit  | Level | Page |
| Elmo     | 113   | ???  |
| Gerald   | 144   | ???  |
| Joaquel  | 20    | 333  |
| Nocturne | 44    | ???  |
| Tony     | 30    | ???  |
| Yack     | 2     | ???  |



# THE INVITATION

Return to Jack's place and rest between 7 a.m. and 9 p.m. (It may be necessary to leave and reenter to trigger the event.) Assuming two game days have passed since the last story event, Jack gets a visit from Leonard. Jack is formally invited to Ridley's birthday party. He goes to the castle automatically in the morning.

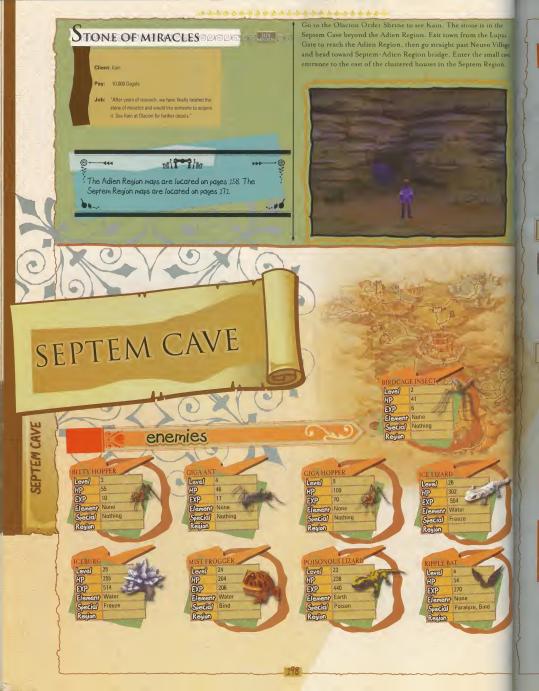


There is very limited access to the eastle at this point. Travel down the first floor hallway to the stairs at the end. Climb straight up to the sixth floor Ballroom to meet Ridley. After a short conversation, Jack appears back outside the southern entrance.



Kill some time until 3pm when another cinema takes over. After it ends, return to Theater Vancoor and check with Thanos to find a new mission.

Walkthrough



|                       | definite enemy                           | possible enemy  | ехр       | dagels  |
|-----------------------|--|---|-----------|---------|
| nemy)                 |  | Poisonous Lizard, Ice Lizard (x2)                       | 1028~2576 | 304~489 |
| eburg<br>e Lizard     | Ice Lizard (x2),                         | Ice Lizard (x3), Giga Hopper                            | 1548~3280 | 185~389 |
| Birdcage              | Poisonous Lizard<br>Birdcage Insect (x5) | Ripple Bat,   | 30~932    | 5~135   |
| nsect                 |  | Poisonous Lizard (x2)                                   | 85~1210   | 20~150  |
| Siga Ant<br>Poisonous | Giga Ant (x5) Poisonous Lizard           | Giga Ant, Ice Lizard<br>Mist Frogger, Bitty Hopper (x3) | 1526~1996 | 234~305 |
| Lizard                | (x3), Mist Frogger<br>Mist Frogger (x3), | Mist Frogger (x2),                                      | 1058~1510 | 230~360 |
| Mist Frogger          | Poisonous Lizard                         | Bitty Hopper (x4) Bitty Hopper (x3), Giga Hopper        | 240~340   | 57~84   |
| Giga Hopper           | Giga Hopper (x3),<br>Bitty Hopper (x3)   |   | 88-544    | 48~186  |
| Ripple Bat            | Ripple Bat (x4)                          | Ripple Bat (x2),<br>Mist Frogger (x2)                   | 00 041    |         |

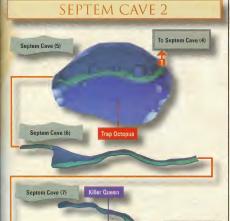
To Septem Cave (4)

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Some powerful creatures live inside the cave. It's best to have someone in the party who is capable of curing the Freeze status, or someone who can share the Prevent Freeze Skill in a Link. Also, bring along few extra Heating Tablets. Watch Jack's HP carefully; if he's afflicted with Freeze, it's impossible to use Herb Extracts to heal him, or to order the healer to do so.







The party may find Wal and Bran pinned against a ledge by a huge enemy called an Iceburg, if Jack spoke to Garcia prior to entering the cave. This event is part of the recruitment requirements for Wal

(page 82), Bran (page 24), and Garcia (page 46). Defeat the monster to free them, then seek them out at their nearby homes after finishing the mission. Walkthrough

#### OGTTOPUS TIENTITACLES DAGOL DROP EXP 165 PAR Water PLZ CON CUR DIA PET Moves Element Range Arc Power Rack Effect Tentacle Payback Tentacle Uppercut | None Long 30 0.9 Rock Drop None Long 1.0 11.0

# TRAP OCTOPUS BODY

| DV .      | (AP    | Strength | DEF    | EVA             | LCK      |
|-----------|--------|----------|--------|-----------------|----------|
| 32        | 3065   | 1118     | 152    | 61              | 124      |
| EXP       | DAGOL  | DROP     | 1      |                 | -        |
| 4800      | 3260   | Strength | Berry, | Leviathan       | (100%)   |
| - Carrier | -      |          | -      | Control Control | FRZ      |
|           | PAF    | BIL      |        | BND             | IA       |
| POI       | litali | IA       |        | A               | The same |
| r B       | (av)   | PE PE    | TT .   | DUH             | 4        |
| CON       | Can    | IA       | -      | A               | l        |

| W .5.0           | the williamster   | W 1   |    |        |       |                 |
|------------------|---|-------|----|--------|-------|-----------------|
| Moves            | Element   | Range | AR | Davier | Knock | Effect          |
| Black Ink Breath | None I  | ong   | 90 | 0.7    | 0.5   | 1~3 Hits, Blind |
|                  | The Person Name and Address of the Person Name and Address of the Person Name and Person Name | -     | 1  |        |       | (1.5)           |

The Trap Octopus is comprised of six tentacles and a body. The beast begins the fight with fits body underneath the water and attacks with its tentacles. Surround the base of a tentacle and attack until it collapses. The Attack Link works great in this situation and ensures that everyone causes maximum damage. Keep moving around, and the party should be able to avoid the sluggish tentacles.

After destroying several rentacles, the main body rises from the water. This is the only time when the body is vulnerable, since its hard shell is impenetrable. Lock onto the body and hit it with quick single or double strikes. It also pays to use Volty Blaws often and maybe even a Volty Blast. The creature then spins to face its attackers. Quickly move before it can Blind the party with ink and break the Link. Eventually, the body sinks back below the water as the tentracles are restored Repeat these steps to send this boss to a watery grave. If the Attack Link is unavailable, order the party members to assoult the tentracles. They should kill them fast enough that the main body remains above water almost the entire time while Jack handles the body.

The party collects the Stone of Miracles and the Leviathan from the foe's corpse. Feel free to explore the rest of the cave before returning to Radiara. Return the stone to the Olacion Order Chapel, then return to Theater Vancoor.



Defeat the rentacles to make the body rise



Arracl the exposed body, but beware of its







-,-40



There's a large drop-off near the back of the cave. It's impossible to climb back up once the party drops off the ledge, however, it does lead to the cave's back door, which isn't too far from the front door.

## Blocked Chest





There's a visible treasure chest near the back of the cave, but it's unreachable. This chest is accessed from an entirely different area later in the game. Ignore it for now.

### OP SECRET MISSION PROPERTY AND ADDRESS OF THE PROPERTY ADDRESS OF THE PROPERTY AND ADDRESS OF THE PROPERTY ADDRESS OF

Client: Unknown

Pay: 20,000 Dagols

"Sir Jack, we have heard of your strength and would like

Thanos tells Jack to meet the mysterious client at Faucon Gate and that he must go alone. Run to the gate immediately. The other party members will wait at the gate, so there's no reason to empty the party. Jack is jumped by a group of Burglars as soon as he steps outside.



## BURGLAR

| 110       |       | Strength | DEF  | EVA | IVGK    |
|-----------|-------|----------|--|-----|---------|
| 28<br>EXP | DAGOL | DROP     | 109  | 162 | 22      |
| 668       | 1113  | Cure Nee | edle (5%   | )   |         |
| POI       | PAR   |          |  |     |         |
| 10        | LIMIS | BLD      | The state of the s | -   |         |
| 0000      | _ ID  | D        | - J  | BND | ER7Z    |
| CON       | OVR   | D<br>PEV | - [  | THE | RZ<br>D |

| ucus          | Fleme  | it Range                | -       | 1    | Knot   | K              | а |
|---------------|--|-------------------------|---------|------|--------|----------------|---|
| Slash         | None   | Short                   |         |      | er Bac | Effect         | è |
| Knife Throw   | None   | Long                    | 90      | 11.0 | 11.0   |                | l |
| Rob           | None   | Short                   | CO      | 0.9  | 11.0   | _              | ı |
| -             |  | - Control               | 60      | 0.2  | 0.0    | Steal Item     | ı |
| Para-Chemical | None   | Long                    | -       | -    | -      | [(2.0)         |   |
| Throw         | 1  | Long                    | 10      | 0.3  | 0.5    | Paralyze (1.0) | l |
| -             | OF STREET, STR | Recognition of the last | · house | 1    | J      |                | ı |



Jack enters this battle all by himself. Guard and Counterblow to avoid taking too much damage and use his Volty Attacks to even odds. Also, ensure that Jack is equipped with a Status Cure or Prevent Paralyze Skill to keep him on the move throughout the ent battle. Return to Theater Vancoor afterward for a guick "told you so" from Thanos.



# STRATEGY MEETING & VIOLATION







There's some time to kill after completing the missions, so use it to get a few more recruits. Or, spend some time learning new Skills and mastering them. Take a day to do some of these things and rest at Jack's place to move onward if the next event hasn't already occurred automatically.



Jack has an unlimited amount of time to explore in the morning. Most locations, except Earth Valley, are acceptable at this point, so check for missed treasures and rare monsters. Sleep at Jack's Place when you're ready to progress. Get to Earth Valley in the morning. Jack begins outside the city at the Heliforde Gate. Run straight down the road to the area just outside of Earth Valley with Donovitch. Watch the cinemas that occur, then return to Radiata and speak to Thanos about another mission.



## Винотнатворумистом

Client: Achilles

Pay: Paid Accordingly

Job: "We are looking for someone to battle against in order to test the progress of our training. Wanted: A strong warrior

Visit the Olacion Order Shrine to find Achilles. Jack must duel three monks: Vitas, Alvin, and Miranda. Odds are Jack has dueled with all three of these people already, so these battles shouldn't be





|  | ALV # 15 EXP D. 311 27 | AGOL DR                 | OP   | Luc  | LGX<br>118 |
|--|------------------------|-------------------------|--|--|------------|
| AE<br>None<br>ELZ<br>D                                     | POI<br>D<br>CON<br>D   | PAR<br>D<br>CUR<br>D    | RID<br>D<br>RETU                           | BND<br>D<br>DTH<br>D                           | FRZ<br>D   |
| Moves Left Straight Twist Hook Upper Strike Palm of Energy | None<br>None           | Short<br>Short<br>Short | Arc   Ros   40   0.8   90   0.9   40   1.0 | Knock<br>er Back E<br>0.5 -<br>1.0 -<br>0.6 ?? |            |

| S                                       |               | DEF   | EVA  | LC                  |
|---|---------------|---|--|---------------------|
|   | rength<br>125 | 113   | 118  | 124                 |
| AGOL                                    | DROP          |   |  | dh.                 |
|   | ???           |   | was a second   | -                   |
| 100000000000000000000000000000000000000 | -             | - C   | a a  | RZ                  |
| PAR                                     | BID           | D. Control of the Party of the | The state of the s | D                   |
|   | GOL           | AGOL DROP   | PAR BLD B  | NGOL DROP<br>17 ??? |

Jack may have a level advantage against his first three opponents. Guard against their attacks and counterblow. Each monk is more difficult than the previous one, but not by much. Miranda's HP Heal could be an issue. Use Volty Blows or attacks that knock her off her feet to keep her from recovering any lost HP. After winning the first three fights, Jack must face off with Achilles.

| loves<br>Jab      |                              | Range                     | Ars                | Power | Rack | Effect |
|-------------------|------------------------------|---------------------------|--------------------|-------|------|--------|
|                   | None                         | Short                     | 140                | 0.7   |      | 150000 |
| Right High Kick   | None                         | Short                     | 90                 |       | 0.5  |        |
| Palm of Power     | None                         | Short                     | THE REAL PROPERTY. | 0.9   | 1.0  |        |
| Purified Tears SE | STATE OF THE PERSON NAMED IN | OHOTE                     | 40                 | 11.0  | 1.3  | _      |
| Moonlit Heal SE   | -                            | THE OWNER WHEN THE PERSON |                    | - 1   |      | ????   |



Guard and Counterblow, but keep Miranda off of her feet.

\*\*\*\*



Achilles is considerably stronger than the other monks. Guard and let Achilles be the aggressor in this fight. Use short Counterblows to strike back at him. Hits that knock him off his feet are very useful if Jack's level is near Achilles's level or higher, since it prevents Achilles from using Counterblows. A weapon that Freezes, Paralyzes, or Petrifies also helps to even the odds. Return to Theater Vancour to collect the payment after winning the battle.





# ACK'S DECISION

### tasks





There's about a day to waste before the next big event. Have some fun and return to lack's place the following day to spark the next major event. Jack is summoned to the castle, but doesn't have to do anything at all until 7pm, when the events unfold automatically.



Jack must then choose to follow Ridley, or report to the castle. This is a key moment in the game! Choosing "Follow Ridley" places Jack on the Nonhuman Side. Selecting "Meet Larks at the castle" puts Jack on the Human Side through the remainder of the game.



## A NEW ERA

Jack meets Al in front of the castle. Go to the Conference Hall on the fifth floor. Al won't let Jack wander, so go to the last staircase on the first floor, and then climb to the fifth floor. Al takes over and leads Jack the rest of the way.



Jack is left outside of the castle after the meeting. Return to Thanos at Theater Vancoor. He mentions someone at Carl's Pub talking about a girl named "Ridley." Travel to the Pub and talk to the booded man at the end of the bar.



Jack has all the time in the world now to rehuild his party and buy new equipment. Because nonhuman characters are no longer available, there may be a few holes in the party. These are easily filled. Three of the guild leaders who attended the meeting are prepared to offer the assistance of some of their best and brightest. Kain, the leader of the Olacion Order, offers the services of Achilles (page 17) and Alvin (page 21). Ortoroz, figurehead of the Void Community, lends Interlude (page 54) and Sonata (page 76) to the cause, Ray C. Ross, the feathered director of Vareth Magic Institute, is happy to put Felix (page 43) and Derek (page 34) under Jack's command. Speak to the three heads, and then track down the recruits.





## Raised Expectations

**\*\*\*** 

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Though the six new recruits are great, some players may have raised Jack into the 40s at this point. Go after higher-level recruits like Caesar (page 2,6), Cecil (page 2,7), and Fernando (page 43).

Jack's equipment could also use an upgrade, and many of the stores in Radiata have revamped their stock. The Dead End Armory and Verontier Armory are the best places to look. Hold off on buying new armor, but definitely get a new weapon. There are many excellent choices. The Kotetsu at Dead



End Armory is extremely expensive, but it's the best blade available. The only factor that may drive players to look at other options is the weapon's Blind effect, which isn't as powerful as some of the less expensive weapons' effects. Those on a tight budget should consider the Bizenosafune or Fake Gram at Verontier Armory. Take as much time as necessary to reequip and recruit. Return to Jack's Place and sleep when ready to advance the story.

## New Recruits



| Recruit   | Level | rage |
|-----------|-------|------|
| Achilles  | 28    | 17   |
| Alicia    | 32    | 21   |
| Alvin     | 21    | 21   |
| Derek     | 32    | 34   |
| Felix     | 27    | 43   |
| Fernando  | 43    | 43   |
| Godwin    | 40    | 49   |
| Herz      | 14    | 52   |
| Interlude | 23    | 54   |
| Kain      | 57    | 58   |
| Miranda   | 25    | 64   |
| Ortoroz   | 35    | 69   |
| Sonata    | 31    | 76   |
| Vitas     | 18    | 81   |

## RADIATA SHOPPING GUIDE—PART II

इत्र व्यवस्था विकास विकास विकास विकास विकास विकास

#### THE SURVIVOR ARMORY

| item         rate           Steel Blade         4800 Daguls           Evil Blade         8000 Dagols           Steel Saber         5600 Dagols           Rune Saber         11,800 Dagols |   |
|---|---|
| Evil Blade         8000 Dagols           Steel Saber         5600 Dagols           Press Saber         11,800 Dagols  | ٦                                       |
| Evil Blade 8000 Dagols Steel Saber 5600 Dagols Puge Saber 11,800 Dagols   | 4                                       |
| Steel Saber 15600 Dagols  | 4                                       |
| Runo Saher 11,800 Dagols  | ١                                       |
|   |   |
|   | П                                       |
|   | -                                       |
| Icicle Axe 14,000 Dagols  | ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,, |
| Prinned 7000 Dagots   | _                                       |
|   | ч                                       |
| Steel Like  |   |
| Wooden Breastplate 9000 Dagois  |   |
| Iron Plate 112,000 Daguis   |   |



#### SAN PATTY ACCESSORIES (10:00~20:50)

riem rate
Eagle Crest 800 Dagols
Lion Crest 800 Dagols
Elephant Crest 800 Dagols
Serpent Crest 800 Dagols
Olivine Earring 6000 Dagols
Pluto's Trophy 20,000 Dagols



#### VERONTIER ARMORY (07:45~19:50)



| rare  |
|---|
| 17,200 Dagols 25,400 Dagols 33,000 Dagols 21,000 Dagols 25,000 Dagols 16,800 Dagols 28,000 Dagols |
|   |

#### FISENHOWER PHARMACY

| (08:40~19:00)      | 31          |
|--------------------|-------------|
| item               | rate        |
| Herb Extract       | 50 Dagols   |
| Herb Extract S     | 150 Dagols  |
| Herb Extract DX    | 600 Dagols  |
| Herb Extract MAX   | 1000 Dagols |
| Moon Stone Chip    | 160 Dagols  |
|                    | 580 Dagols  |
| Moon Stone         | 200 Dagols  |
| Recovery Ball      | 1600 Dagols |
| Celestial Nectar   | 1200 Dagois |
| Revival Stone Chip |             |
| Revival Stone      | 2000 Dagols |



#### DEAD END ARMORY (05:15~19:55)





#### CHIC RECORDS

| 55:05~21:507     |  |
|------------------|--|
| item             | rate   |
| Opening Theme    | 1000 Dagols  |
| Radiata Castle 1 | 1000 Dagols  |
| Audience Chamber | 1000 Dagols  |
| Conference       | 1000 Dagols  |
| Coliseum         | 1000 Dagols  |
| The Night Halls  | 1000 Dagols  |
| Radiata Castle 2 | 1000 Dagols  |
| Warrior's Theme  | 1000 Dagols  |
| Mage's Theme     | 1000 Dagols  |
| Priest's Theme   | 1000 Dagols  |
| Bandit's Theme   | 1000 Dagols  |
|                  | 1000 Dagols  |
| Fort Helencia    | 1000 Dagols  |
| Ridley's Sorrow  | The same of the sa |





### tasks



©-----

Tria Region maps are located on pages 165.

Nowem Region maps are locate don pages 163.

In the morning, leave the city via the Echidna Gate to reach the Tria Region. Travel down the road and take a right at the first intersection to reach the Nowem Region. Enter the woods and turn right at the first intersection. Cross the stream to reach a rocky section of road. Turn left at the next intersection to reach Wind Valley.



## Three is Enough Mil 1-1/1/1

Take two recruits on this journey, so there's an open spot in the party. It may seem like a nutry thing to do, but Jack its soon rewarded for his bravery. Take a healer and Cecil if possible. If not, Achilles or another strong fighter is the best choice.

More Work?

XXX 1 1 1 XXX

Thanos has two new missions available at this time. "Please Stop Lord Star" and "The Real Ultimate Battle." Feel free to take them on before going after the Wind Dragon, or wait and take the jobs when Jack returns

Jalkthrous

ro Radiata. The items received could prove useful against the Wind Dragon. The strategy for both missions is found a little later in this Chapter.

#### WIND VALLEY

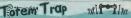


Wind Valley is a very unusual place. It's constructed of multiple plateaus, most of which aren't connected by bridges, ropes, or anything else one might expect. Instead there are totems on each plateau, which release strong winds when kicked. Jack is flung across the chasm when he walks into the gusting air.

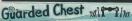


The wind dragon waits on the far island. To reach it, use the totem on the far left to make the first crossing. Turn to the right and use the left of two totems on the second plateau. Use the right totem on the third plateau, and the left totem on the fourth. Cross the long bridge on the fifth plateau to reach the boss.





Not all of the totems are used for transportation. Some are Living Totems, just waiting to attack. Check the map to see which are which, whether planning to avoid them or to earn their excellent experience.





There are two chests along the way to the Wind Dragon. Don't miss out. The Jinn, a nice one-handed sword, is found in the first chest, which is guarded by a Hellraiser. It attacks when the chest is kicked.

## CEPHEID, THE WIND DRAGON

| 55               | AP<br>4900   | Strength | DEF  | EVA | LCK         |
|------------------|--------------|----------|--|-----|-------------|
| EXP              | DAGOL        | DROP     | 96   | 186 | 167         |
|                  |              | _        | The second secon |     |             |
| LE POI           | PAR          |          | No.  |     |             |
| Wind A<br>DZ CON | A            | RIC      | - Comment  | BND | RZ          |
| and and          | CUR          | PEU      | 1  |     | Δ           |
| I A              | A CONTRACTOR | 000      | 10)  | 700 | Contraction |



The Wind Dragon is a powerful enemy that uses three different attacks. The whirlwind attack has a short range, but it covers the entire area directly in front of the boss. Its wind arc sweeps across the plateau, striking anyone within its reach. The third attack is an explosive strike that simultaneously blasts everyone in the party. All these attacks can be parried, so watch the boss movements carefully and guard when necessary.

Have the healer and mage back away while the melee specialists get up close and personal. Ensure that the healer is assigned to anyone other than Jack fighting at close, range, because that person won't be able to block and will likely suffer more damage.



keep the healer working nonstar to ensure nobod falls



#### \*\*\* | \*\*\* | / \*\*\*

Dynas joins the party at the start of the first battle if there's an open slot. His Earth attacks are extremely effective against the Wind Dragon. Unfortunately, he's knocked out of the flight before the second half, which means Jack and company go into it shorthanded. It's still worthwhile, as this is the one chance to add his bio to the "Me and My Friends" book.



| Mana                 |            | emoremosis. | Alies in | taalikka | Character |          |
|----------------------|------------|-------------|----------|----------|-----------|----------|
| Moves Lightning Horn | Element    |             | Arc      | Power    | Back      | a Effect |
| High Wind Breath     | Wind       | Long        | 0        | 1.6      | 1.0       |          |
| - Touris             | 1 · · into | Long        | 80       | 0.7      | 1.5       | 1~3 Hits |

|                | GI        |              |                         | 1100                            |            |                        |
|----------------|-----------|--------------|-------------------------|---------------------------------|------------|------------------------|
|                | 34<br>EXP | B83<br>DAGOL | Strength<br>205<br>DROP | DEF<br>157                      | EVA<br>160 | 143                    |
| ELE<br>Wind    | POI       | 279<br>PAR   | ???<br>                 | ) [8                            | END        | FRZ                    |
| BLZ<br>A       | CON       | GVR<br>D     | PETU<br>D               | 10                              | TCI        | A                      |
| Moves ???? ??? |           |              | Range<br>Long<br>Long   | Arc Poul<br>90   0.8<br>0   1.0 | 1.0        | Effect<br>Freeze (1.0) |

After the first bartle, the Wind Dragon's protective layer is removed to reveal Cepheid's true form, and Gil Joins the melae. Immediately lock onto Gil and use the Attack Link to defeat him fle has the ability to Freeze party members, which is devastating when the victim is caught helpless in the Wind Dragon's breath attack. Use a Volty Blast if possible to ensure that Gil isn't a factor.

Turn to the Wind Dragon once Gil is eliminated Have the casters back away immediately and draw Cepheid's attention to Jack. Try to make the boss turn so that its attacks are focused entirely on Jack and can tinadvertently strike the casters. The boss uses a close-range lightning attack and a long-range breath attack that can hit multiple times. Both attacks can be parried Equip Jack with the Complete Defense Skill, and he can get though the battle without a scratch Keep on Parrying and Counterblowing Cepheid until it collapses.



Defeat Gil firet to prevent his



Go die-on-one with Cepheld Parrying and Counterblowin each arract.





THE RED LYON



Dynas and Jack head to Fort Helencia after the battle. A brief verbal exchange leads to a duel between Jack and Gawain.



| LV  | HP    | Strength | DEE | EVA  | nom |
|-----|-------|----------|-----|--|-----|
| 53  | 77777 | 265      | -   | The state of the s | LCK |
| EXP | DAGOL | DROP     | 230 | 172  | 122 |
| 0   | n     |          | 1   |  |     |

| laus .      | POT |     | Contract of the last |      |      |
|-------------|-----|-----|----------------------|------|------|
| None<br>BLZ | D   | PAR | BLD                  | DAID |      |
| BLZ         | CON | ID  | D                    | BND  | FRZ  |
| JA          | COM | CUR | PET                  | IA   | _ /A |
|             | IA  | D   | D                    | DTH  |      |

| 2 left Plans   None   Long   120   0.7   10 | es                 | Flement      | Papae | -   |                         | Knock  | - Line |
|---|--------------------|--------------|-------|-----|-------------------------|--|--------|
| 1 of Di-                                    | Right Blow         | Mone         | Runge |     | Fower                   | Back   | Effect |
|   | eft Blow           | -            | -     | 120 | 0.7                     | 1.0  | T      |
| Vin- 0 1000 Long 120 0.6 1.0                | King Crush         | and a second | Long  | 120 | 0.6                     | 10   | -      |
| Crossbow None Long 90 1.2 1.0               | show               | None         | Long  | 90  | 12                      | Contract of the last   | -      |
| Leo Smach D. J. None Long 10 106 105        |                    |              | Long  | 0   | The same of the same of | The same of the sa | -      |
| None 0.3 13                                 | iliasii noyale 0~6 | None         | _     |     |                         | 0.5  | _      |

This is another battle that can't be won no matter how hard Jack fights. At some point, Gawain unleashes his Leo Smash Royale, which ends the fight regardless of how much HP Jack has at the time.



Vengeance must wait





Recruit Level Page

## 

\*\*\*\*

Client: Sebastion

Pay: 500 Dagols

Job: Lord Star has taken the Stern freshoon from the house, and firm worned hell do something foolish with it. Please, stop him!

Seek Sebastian in Star's room at the bottom of Theater Vancoor He then leads Jack to Star just outside.



ROBOSTAR

| 100  | The second name of | Strength | DEF     | EVA        | LCK  |
|------|--------------------|----------|---------|------------|------|
| 35   | 980                | 211      | 287     | 57         | 300  |
| EXP  | DAGOL              | DROP     |         |            | 1000 |
| 3456 | 9999               | Robot Si | it Luck | Berry (100 | 0(1  |

|    | BLD PAID  | PAR          | POI | None        |
|----|-----------|--------------|-----|-------------|
| ZZ | A A       | CUR          | CON | None<br>BLZ |
|    | PET DIH A | COR.         | IA  | IA          |
|    | IA JA     | -10          |     |             |
|    | IA IA     | and the same |     | [Minor      |

| Moves              | Elemen | it Range | Arc | Page | Knoc       | Effect                     |
|--------------------|--------|----------|-----|------|------------|----------------------------|
| Magic Machinegun o | Fire   | Mid      | In  | 1.0  |            |                            |
| Magic Machinegun β | Water  | Mid      | 0   | 11.0 | - Property | Blaze (1.0)                |
| Special Beam       | None   | Long     | 0   | 1.5  | -          | Freeze (1.0)<br>Knock Back |
| Round Laser        | None   | Mid      | 360 | 1.0  | -          | Knock Back                 |

Equip Jack with a status protection Skill, such as Status Cure or Stop Afflictions, just in case RoboStar is able to Freeze or Blaze a party member. Use the Wave Link and run around the base of RoboStar until 1 artacks. Then strike it in the back During its green laser atrack, RoboStar's head spins 360 degrees and falls off. It takes a moment for the boss to recover its head and get it reatrached. Switch to the Atrack Link and go nuts while RoboStar is bent over and vulnerable, Jack receives the very entertaining Robot Suit as a reward Don't forget to collect the payment from Thanos too.



Arraci Robo Star while its head is on the ground

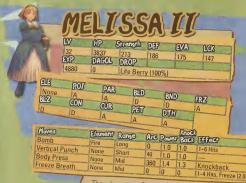
Client: Ursita

Pay: 9000 Dagols

to a rematch. This time you will see Melissa's true

Ursula is waiting for Jack at the Echidna Gate with her golem, Melissa, anticipating an epic rematch. Cross the city and exit from the Blue Town of Water and Wisdom to find her







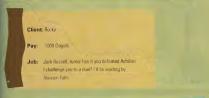
The golem uses a freezing breath attack, so equip a Skill that prevents or cures freeze. The boss is still slow, so staying behind it and avoiding its artacks is easy. Run around the golem and then attack it in the back. At times the boss falls down onto one linee. This is the best opportunity to assault it. Unload with everything at Jack's disposal until the enemy stands again. Beware of Melissa II's jump arrack. It's quick and it creates a large shockwave that's difficult to dodge. Stay away from the walls. so Jack always has an easy escape route.



Ursula drops a bomb at the end of battle by admitting she doesn't have the 9000 Dagols to pay Jack. She instead tells Jack about a chest at the base of the Star Tower in the Vareth Magic Institute, which contains the Absolute Guard armor. Claim the reward immediately for an easy and inexpensive armor upgrade.

#### \*\*\*

#### LETTER OF DEFIANCE CONTRACTOR AND A LOCAL PROPERTY OF THE PROP









## Former Friends Mil-1/m



Now that the humans and nonhumans are at war, Jack occasionally encounters nonhumans while exploring. These are no longer friends, and they attack on sight Treat them like any other

enemy, even if they fought with Jack in the past. The elves of Nowem Region and other former friends are tough fights, but excellent EXP for those attempting to level up.

Rocky is waiting by the waterfall in the Nowem Region Use the Journey Pig Statue to travel to just outside of the Forest Metropolis, and head east from there. Cross the downed trees and cut back to the west when possible to reach the area where Rocky waits (Nowem Region 6).



Trade blows with Rocky, or arrack From behind

Rocky is a big, strong guy, but he's not unbearable. His attacks are both powerful and limited. He tends to use a two-punch attack without a Parry Break. Guard and Counterblow, or run circles around him and attack his back. Use a Volty Blast early in the battle, if desired, and Rocky may hit the mat early, or at the very least have little HP left to continue the fight.



# THE ALIEN MONSTER



Septem Region maps are located on pages 171.

Client: Ardoph
Pay: 10,000 Dagois

Job: There has been an accident and we've summoned something evil. Please send one of your best warriors, NOW! Thanos mentions that the creature is in a ruined castle in the Septem Region. Exit the city from the Lupus Gate to reach the Adien Region. Pass straight through Nuevo Village and keep going into the Septem Region. Take a right at the second intersection inside the Septem Region, which is very close to the small cluster of homes. The road then leads directly to Algandars Castle, which is behind two metal doors set inside a stone cliff.



## ALGANDARS CASTLE CARROLLE CARR

## enemies



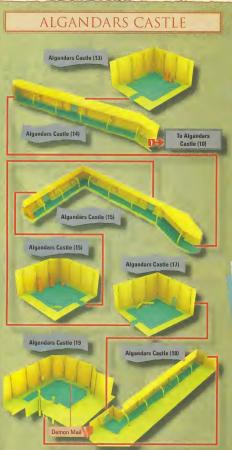
| evel   | 26      |     |
|--------|---------|-----|
| )<br>P | 651     |     |
| P      | 554     | (1) |
| ement  | None    | 1   |
| ecial  | Nothing | 27  |
| afon)  |         |     |



## enemy encounters

|             | A-Green comm   | possible enemy               |            | dagols   |
|-------------|----------------|------------------------------|------------|----------|
| enemy       | denime enemy   | Darksoul x2, Grim Reaper x1  | 1424~1190  | 196~348  |
| Darksoul    | Darksoul x4    | Darksoul XZ, Grill Reader XI | 11108~1874 | 108~260  |
| Grim Reaper | Grim Reaper x2 |                              | 1246~2354  |          |
| Hellraiser  | Hellraiser x1  | Grim Reaper x2               | 1246~2304  | 251~5001 |

\*\*\*\* ALGANDARS CASTLE To Algandars Castle (4) Septem Region (4) Algandars Castle (7) Algandars Castle (8) Algandars Castle (d) Algandars Castle (2) Algandars Castle (3) To Algandars Castle (14) Algandars Castle (10) Algandars Castle (4) Algandars Castle (12) Algandars Castle (11) Algandars Castle (7) Algandars Castle (5) Algandars Castle (6) Septem Cave (7) Walkthrough The tunnel leads to Septem Cave and the chest that was once inaccessible. **Book of Angels** Lucky Charm



The castle is straightforward. There are many long halls and empty rooms from the start to the boss. The demon hides behind the large set of double doors in the center of Algandars Castle 10. Take a moment to explore the castle fully. Enter the large door when ready to face the boss.



### Special Treasures

→→→ ⊚



There are two
treasures in
the castle, and
both are worth
mentioning. The
first is down
the hall directly
across from the
demon's door.
This hallway
leads back to

Septem Cave and the chest that was inaccessible before. The second chest is at the very back of the castle (Algandars Castle 19). Ascend the stairs to the left of the bass' chamber, down the half to the door at the very end, and then through the first door in the subsequent halfway. It contains Demon Mail, which is powerful armor with a carch. It offers outstanding protection from physical damage and resists status effects. However, it slowly chews away at Jack's HP during combat, consuming 1 HP per second. That's not a huge penalty, so long as you remember to heaf Jack after any lost duels. Otherwise, he dies immediately upon entering the next battle, as he has only 1 HP left.

-,-10

# ARCHDEMON

| W               | AP .   | Strength                    | DEF  | EVA             | LCX               |
|-----------------|--------|-----------------------------|--|-----------------|-------------------|
| 36              | 5328   | 252                         | 0  | 139             | 247               |
| EXP             | DAGOL  | DROP                        |  |                 | -                 |
| 8000            | 0      | Growth Gen                  | , Hatred Edg   | e, Algendars Ca | stle Record (100% |
| 10000           |        | and the same of the same of |  | Marie Control   | FRZ               |
|                 |        |                             |  |                 |                   |
|                 | I DOOR | BIL                         |  | BND             | N A               |
| POI             | PAR    | BUT                         |  | A               | A                 |
| POT<br>A<br>CON | A      | IA                          | THE PARTY OF THE P | A<br>DTH        | A                 |

| Moves  | Elemen   | f Range  | Ama |     | Knoc | 3 washing a second     |
|--|--|--|-----|-----|------|------------------------|
| opectial Attack  | Fire   | Long   |     |     | Back | Effect                 |
| Spectral Attack  | Water  | Long   | 0_  | 1.0 | 0.5  | Blaze (150%)           |
| Spectral Attack  | Wind   | Long   | 0   | 1.0 | 0.5  | Freeze (150%)          |
| Spectral Attack  | Farth  | Long   | 0   | 1.0 | 0.5  | Paralyze (150%)        |
| Freezing Devil Hook  | Water  | Mid  | 0   | 1.0 | 0.5  | Poison (150%)          |
|  | 1  | Iviid  | 360 | 1.0 | 1.0  | Freeze (100%)          |
| Petrifying Breath  | None   | Mid  | 90  | -   | -    | Knock Back             |
| Ruination  |  |  | 90  | 0.3 | 0.5  | 1~7 hits, Petrify      |
| uination   | None   | Long   | 0   | 0.8 | 100  | (100%)                 |
|  |  |  | 10  | 0.0 | 1.0  | 1~2 hits, Curse        |
| ummon  | THE RESIDENCE OF THE PARTY OF T | ATTENDED TO SERVICE AND ADDRESS OF THE PARTY |     |     |      | (100%), Break<br>Parry |
| annino[]   |  | -  | -   |     |      | Summon 2 Grim          |
| STATE OF THE PERSON NAMED IN STREET, STATE OF TH | and the same of  | SECONOMIC SERVICE  | 1   |     |      | Reapers                |

The party can't attack the demon in the center of the room, only the Crystal Balls that surround it. The balls have 600 HP each, so they aren't extremely tough, but they do require some effort to destroy. Have the party's healer and mage back off and backup any melee fighters in the group. Dash in and strike a Crystal Ball, and then hop back to avoid the demon's spin attacks. Cecil is extremely effective in this fight, as he can hit all of the Crystal Balls at the same time. Likewise, the Line Link can be very effective, because it can strike multiple Crystal Balls with each attack. Keep a close eye on everyone and order them to back off when they get down to fifty percent HP or less. Give the healer time to work, and then send the restored fighter back into the battle. The party receives the Hatred Edge sword and a few other gifts for winning the fight.

# CRYSTAL BALL

|                  | 20<br>EXP            | HP 8            | O DROP          | DEF<br>261 | EVA<br>0 | LCX<br>0    |
|------------------|----------------------|-----------------|-----------------|------------|----------|-------------|
| Wind<br>RLZ<br>A | POT<br>A<br>CON<br>A | PAR<br>A<br>GUR | RLD<br>A<br>PET | I/A        | ND<br>TH | FRZ<br>A    |
| Moves            | the second of the    | Element         | Range (         | Ars Pou    | 1        | Effect When |



Destroy the Crystal Balls to vanquish the demon.

Ardoph

am eaddened at the loss of all the

Speak to Ardoph and Dimitri about the fight's outcome, and then return to Theater Vancoor for payment. Look for the two later at Vareth Magic Institute. Both characters (Ardoph [page 23] & Dimitri [page 35]) should now be willing to join Jack's Friends List if he meets the level requirements.

Walkthrough



| Recruit   | Level | Page |
|-----------|-------|------|
| Rocky     | 36    | 72   |
| Ursula    | 34    | 81   |
| Star      | 2     | 76   |
| Sebastian | 31    | 75   |
| Ardoph    | 15    | 23   |
| Dimitri   | 14    | 35   |





Return to Jack's Place and sleep for a night after running missions for Thanos. A visitor arrives if at least one day has passed since the last story event. Jack must then get to Dynas's room on the fourth floor of Radiata Castle. Go up the large staircase at the end of the hall and take a left on the fourth floor. Jack is dropped off in front of the castle after the meeting.



With his new position as commander, Jack again has access to the eastle. That means he can finally check on Walter's wife, Sheila, and begin recruiting characters that dwell within the eastle. Take as much time as necessary, and then return to Jack's Place and sleep after a full day has passed.





| Recruit  | Level | Pege |
|----------|-------|------|
| Astor    | 9     | 23   |
| Charlie  | 10    | 27   |
| Nina     | 11    | 67   |
| Patrick  | 9     | 69   |
| Putt     | 3     | 71   |
| Walter   | 26    | 82   |
| Zeranium | 35    | 85   |
| Lorument | -     |      |





|         | 1       |
|---------|---------|
| BLOOD C |         |
| Level   | 30      |
| MP      | 1354    |
| EXP     | 946     |
| Element | Fire    |
| Special | Nothing |
| Region  |         |
|         |         |

李二九 "《梅食布食物用作的食食物用物用物

| BLOOD C | RC RIDER (MOUNTED) |
|---------|--------------------|
| Level   | 32                 |
| AP      | 856                |
| EXP     | 1056               |
| Element | Fire               |
| Special | Nothing            |
| Region  |                    |
|         |                    |

|             | 1       | / |
|-------------|---------|---|
| FLAME LI    |         |   |
| Level       | 32      |   |
| AP          | 392     | 1 |
| EXP         | 594     |   |
| Element     | Fire    |   |
| Special     | Nothing |   |
| Region      | Blaze   |   |
| The same of |         |   |

|         | 1     |
|---------|-------|
| LAME AT | VT.   |
| Level   | 31    |
| HP      | 355   |
| EXP     | 514   |
| Element | Fire  |
| Special | Blaze |
| Region  |       |

|  | ener                           | my enco   | unters   | کعر                    |                       |
|--|--------------------------------|---|--|------------------------|-----------------------|
|  | Blood Orc (A)<br>Blood Orc (C) | (Blood Orc (C)                                  | Possible enemy Blood Orc (Cl x ), Flame Ant x3 Flame Lizard x2, Flame Ant x1 | 893-3381<br>2002~3704  | 900~1047<br>  505~623 |
|  | (Mount 2)                      | (Mount 2) x1<br>Flame Ant x7<br>Flame Lizard x3 | Flame Ant x3 Flame Lizard x2, Flame Ant x2                                   | 3598~5140<br>1782~3998 | 28~40<br>171~293      |

### FIRE MOUNTAIN REGION





Parsec is very powerful, so have everyone that doesn't need to be in close to attack back away from him. Order the party's headier to support Jack or another fighter, so there's a constant stream of heals. Most of Parsec's attacks are to the front. Jack can parry them, but it's best to get to the boss's side or rear. When Parsec attacks one of the other characters directly, get Jack to the boss's opposite side and attack freely. Beware of its stomp attack, which creates a shockwave. It can hit anyone nearby, but it's easily blocked. Avoid Links in this battle. There's never a great time to use one, and it inevitably bunches the party together, making them easier to hit.



Arrack Parisec from the side or rear to avoid his fire attacks



Records of the dregaris mighty group!







Return to Theater Vancoor after defeating the Fire Dragon and seek out Thanos. He has a new job for Jack.



# SECRET OF THE SEWER

Client: Local Residents

Pay: 10,000 Dagols

Job: Strange noises are heard from the sewer lately.

Please investigate the area so we can lead our lives.



Run down to the basement of Theater Vancoor and enter the sewers via the ladder in cell "05." Go left from the ladder and enter the first door in the back wall. Follow the next hallway to a square room. Cross the room and enter the door with three boards crossing the water and no torches on the wall, cattycorner to where Jack entered. Run through the hall to a staircase near the east end, and turn right to go down the stairs. Continue down to a long hall, and go in either direction to reach a second square room (Path of the

Spider I 18). Enjoy the cinema that takes over. Take a moment afterward to speak to and recruit Genius (page 47). Return to Thanos and then spend a full day recruiting and training before returning to Jack's Place for the next event.

### Guild Leaders MITTIM



If you haven't already, start working toward recruiting the guild leaders. Curtis (page 31) and Elwen (page 38) should now be available, and Kain (page 58) may already be in the party if Jack has carefully recruited along

the way. The finale is drawing near. It's best to be prepared.



| Recruit | Level | Rage |
|---------|-------|------|
| Curtis  | 49    | 31   |
| Elwen   | 60    | 39   |
| Genius  | 17    | 47   |
| Nyx     | 50    | 68   |
| Thanos  | 13    | 79   |

-,...



\*\*\*

























Natalie





Revisit Jack's Place and

Sleep

Elena

Flora

























Return home a full day after the "Secret of the Sewer" mission to find a letter from Ganz on Jack's floor. Watch the cinema, and then exit Jack's Place. There's a full day before the next event. This is a great time for leveling up Jack and the other party members. Return to Jack's Place and sleep to advance the story once an entire day has passed.

### The Date

YEXT TO I YEAR



Leave Jack's Place after finding Ganz's Letter and pass his mailbox before 5 p.m. Jack finds a letter about the firework festival, which is the next evening at 10 p.m. Enjoy the day—the festival takes place automatically

the next day. One of several characters watches the fireworks with Jack that night. The date is determined by which of the following characters spent the most time in Jack's party to this point in the game:









Charlie





















|                                 | BU                   | 川            |             |                      | -         | 4  |                            |
|---------------------------------|----------------------|--------------|-------------|----------------------|-----------|--|----------------------------|
|                                 | 36                   | HP           | Stren       | oth [                | EF        | EVA  | LCK                        |
|                                 | EXP                  | 2788<br>DAG0 | 1221<br>DRO | 12                   | 213       | 108  | 167                        |
|                                 | 2594                 | 463          | Sag         |                      | Albania . |  |                            |
| Fire<br>RLZ<br>A                | POI<br>B<br>CON<br>B | GV<br>JA     | R           | BID<br>B<br>PEU<br>A | DI<br>A   | and the later of t | FRZ<br>B                   |
|                                 |                      | Element      | Range       | Are                  | Powe      | Knock<br>Back  | Effect                     |
|                                 |                      | None         | Short       |                      |           |  |                            |
| ackle<br>iery Punc<br>aise Spir | h                    | None<br>Fire | Short       | 70                   | 0.8       | 1.3  | Break Parry<br>Blaze (1.0) |

| W.              | DK                |                            | <b>G</b> ( | )<br>wallback |         |                |            |
|-----------------|-------------------|----------------------------|------------|---------------|---------|----------------|------------|
| 6               | 39<br>EXP<br>2858 | HP<br>2214<br>DAGOL<br>786 |            | 165           | 5       | <b>EVA</b> 203 | LCX<br>155 |
| Fire<br>BLZ     | POY               | PA                         |            | Extract       | S<br>BA | D              |            |
| A               | CON               | CUR                        |            | 3             | Du.     | THE STREET     | FRZ<br>B   |
| Moves<br>Upward | - Control         | Element                    | Range      | Are           |         | Knock<br>Back  | Effect     |
| Step 'n S       | Siash             | None<br>None               | Mid        | 50            | 1.2     | 1.0            | Launch     |

# GALVADOS

|      | OD.  |       | Strength | DEF         | EVA     | LC  |
|------|------|-------|----------|-------------|---------|-----|
|      | 49   | 3900  | 265      | 189         | 148     | 272 |
| from | EXP  | DAGOL | DROP     |             |         |     |
|      | 5330 | 2236  | Herb Ex  | tract MA    | XX, ??? |     |
| 但了人  |      |       |          | - Committee | ~000    | FRZ |
| 400  | A    | PAR   | E10      | )           | BND     | B   |

| <u>IA</u>                       | TO THE REAL PROPERTY. |          |     | 7   |                |             |
|---------------------------------|-----------------------|----------|-----|-----|----------------|-------------|
| Moves                           | Elemer                | it Range | A   | 0   | Knock          | Effect      |
| Megaton Crush<br>Powerful Swing | None                  | Mid      | 140 | 10  |                | Break Guard |
| Crazy Slugger                   | None                  | Mid      |     | 1.0 | Tilbarra Water | Break Guard |

The Blood Orc party is formidable. All three enemies are fierce, but Galvados is obviously the greatest threat. His high level and Crazy Slugger Volty Blast make him extremely dangerous.

Start the battle by locking onto Drago, the Bload Orc with the least amount of HP. Form the Artack Link and go berserk attacking him. Keep the assault up. but watch the party closely. Galvados and Bull are able to deliver serious punishment from the side. Break the Link as soon as someone is around half HP. and have the healer go to work. Finish off Drago with a Volty Blast if necessary to prevent the Bload Orcs from forming the Kamikaze Link, or to break it.



Focus on eliminating Draw or the start to prevent in: Yamikaze Link.



Use the Arrack Link to unleash the party's full of an Galvados.

With one Blood Orc eliminated, the fight is much easier to manage. Defeat Bull next and then turn on Galvados. Return to the Atract. Link and pound away until he falls. Try to avoid using another Volty Blast of your own. There are more enemies to come, and having a full Volty Gauge would be to Jack's advantage.

Strength Up 20%



| Moves  | Eleme                 | nt Range   | 10          | 3 Day | Kno  | ck<br>k Effect    |
|--|-----------------------|--|-------------|-------|------|-------------------|
| Light Javelin  | None                  | Long   | 10          |       |      |                   |
| Sword of Vacuum  | Wind                  | Mid  | Market No.  | 2.0   | 11.3 | Knock Back        |
| Sparkball  | Wind                  | Long   | 90          | 11.4  | 1.0  | Break Parry       |
| Forest Beam  | -                     | Trong  | 0           | 0.8   | 0.5  | 1~5 Hits          |
|  | 1                     | 1  | -           | -     |      | Restore 10%       |
| Freezer  | Water                 | Long   | 100         | -     | 1-   | Max HP            |
| The contract of the contract o |                       | Long   | 90          | 0.3   | 0.5  | 1~8 Hits, Freeze  |
| Shining Rain   | None                  | 1  | <del></del> | -     | -    | ((1.5)            |
|  |                       | 1  | -           | 0.15  | 0    | Volty Blast, Hits |
| Shining Rain   | None                  | -  | -           | -     | -    | 1~19 of 20        |
|  |                       |  | -           | 0.6   | 1.0  | Volty Blast, Hit  |
| The same of the sa |                       |  |             |       |      | 20 of 20, Knock   |
|  | ACCOUNT OF THE PARTY. | The Party of the P | _           | L     |      | Back              |

Use the Artack Link to defeat the Light Elves first, so that they can't heal each other or Zane. Zane should stay to the side, where he's unlikely to use his Volty Blast, Keep a close eye on the party's health and break the Link to heal if necessary.

Turn the party's attention to Zane when his Companions are eliminated Continue to use the Attack Link to pound on the boss. Break the Link and use a Volty Blast against Zane if he's about to use his own Volty Blast against Jack. With a little luck he'll never get the chance.







Walkthrough

### New Recruits

| Half , Man Marry , and Supply and |       | 2000 |
|-----------------------------------|-------|------|
| Regult                            | Level | Page |
| Leonard                           | 13    | ???  |
| Natalie                           | 27    | ???  |

THE BATTLE AT THE CITY OF WHITE NIGHTS.

tasks



Region



Pass through the City of White Nights



headed back toward Algandars Castle. Turn left at the intersection

### LOUIS (02:05~22:00)

| mem               | COLO.       |
|-------------------|-------------|
| Herb Extract MAX  | 1000 Dagols |
| Revival Stone     | 2000 Dagols |
| Sage              | 300 Dagols  |
| Cleansing Stone   | 800 Dagols  |
| Invincibility Med | 100 Dagols  |
| Celestial Nectar  | 1600 Dagols |
| Flee Ball         | 60 Dagois   |
| Analysis Ball     | 40 Dagols   |
| Book of Health    | 8000 Dagols |



Fight past the massive creatures that roam the dry lands of Dysett to find Gawain blocking the road. Save your Volty Blast for the upcoming fight, as Jack must face his destiny alone.



### Remember Me? WITTIME

just before the castle to reach the Dysett Region.

Louis, a traveling salesman from the beginning of the game, makes one final appearance. He can be found just before the bridge into the Dysett Region. Check out his ·...

> The fight with Gawain is no different than other duels. His attacks also have a wide arc, so it's difficult to strike him in the back. Carefully Parry the crossbow bolts and Counterblow to move in on Gawain bit by bit. Begin attacking with short one- or two-hit strikes once Jack is within reach. Gawain may be large, but he's very elusive and often dodges. Consider using Jack's Volty Blast to finish the fight quickly. There's plenty of time between this fight and the next to completely refill the Volty Gauge

|      | DV   | CAP 8     | Strenath                           | DEF | EVA  | LCK |
|------|------|-----------|------------------------------------|-----|------|-----|
|      | 53   | ?????     | 265                                | 230 | 172  | 122 |
|      | EXP  | DAGOL     | DROP                               | 1   |      |     |
|      | 9064 | 0         | 7??, ???                           |     |      |     |
|      |      | - 000-004 | THE RESERVE OF THE PERSON NAMED IN | -   | BND  | FRZ |
|      | ~~~  | PAR       | BIL                                | 2   |      | IA_ |
| COLE | P01  | n         | D PE                               | -   | DITH | 1   |
| ELE  |      |           |                                    |     |      |     |

CYDYCAMANA





| Moves                      | Element                                 | Rance      | A-2 | Marie St             | Knock |      |
|----------------------------|---|------------|-----|----------------------|-------|------|
| uidut Rlow                 |   | Long       |     | Power                | Back  | Eff  |
| 2 Left Blow                | None                                    | The second | 120 | 0.7                  | 1.0   | -    |
| 3 King Crush               | San | Long       | 120 | 0.6                  | 1.0   |      |
| Crossbow                   | None                                    | Long       | 90  | 1.2                  | 1.0   |      |
| Leo Smash Royale [s1]~[s5] | None                                    | Long       | 0   | 0.6                  | 0.5   | -    |
|                            |   |            |     | A.Communication      | 1.3   | -    |
| The gomze Lifeliny         | None                                    | _          |     | Service Contractions | 1.3   | Know |

Parry and Counterblow to approach Gawain safeli

THE BATTLE AT THE CITY OF WHITE NIGHTS





WALL TO I KAY

There's a Journey Pig Statue next to Jack after the fight with Gawain. It would be wise to return to Jack's Place and save before moving forward. Also, note that the party has advanced considerably since the battle began. Backtrack down the path to collect missed items before entering the City of White Nights.

## CITY OF WHITE NIGHTS

### enemies



| level   | 38      |
|---------|---------|
| HP      | 1400    |
| EXP     | 3200    |
|         | None    |
| Special | Nothing |
| Region  |         |

| EARTH C | CII (R) |
|---------|---------|
| Level   | 36      |
| AP.     | 800     |
| EXP     | 2600    |
| Elemen  |         |
| Special | Nothing |
| Region  |         |
|         | D100220 |

| RE CEL  | Time. |          |
|---------|-------|----------|
| evel    | 36    | Sec. of  |
| P       | 1000  | 71       |
| XP      | 2400  | 80       |
| lement  | Fire  | Supple . |
| Special | Blaze |          |
| Region  |       |          |

| THE OF   |                   |
|----------|-------------------|
| FLASH CE | 38                |
| AP       | 1200              |
| EXP      | 3200              |
| Element  | None              |
| Special  | Nothing           |
| Region   | Anna and a second |
|          |                   |

| Level   | 35      |
|---------|---------|
| IP.     | 1000    |
| EXP     | 2400    |
| Element | Wind    |
| Special | Nothing |
| Region  |         |

|                | definite enemy    | possible enemy    | exp  | dagels    | THE RESIDENCE OF THE PERSON NAMED IN COLUMN 1 |
|----------------|-------------------|-------------------|--|-----------|---|
| enemy          |                   | Agua Cell x1      | 5200~7600  | 974~1454  |   |
| Earth Cell (B) | Earth Cell (B) x2 | Dark Cell x1      | 4800~8000  | 960~1758  |   |
| Aqua Cell      | Aqua Cell x2      |                   | 4800~8000  | 246~1228  |   |
| Wind Cell      | Wind Cell x2      | Flash Cell x1     |  | 1596~1956 |   |
| Dark Cell      | Dark Cell x2      | Fire Cell x1      | 6400~8800  |           |   |
|                | Fire Cell x2      | Wind Cell x1      | 4800~7200  | 720~843   |   |
| Fire Cell      |                   | Earth Cell (B) x1 | 6400~6887  | 1964~2451 |   |
| Flach Coll     | Flash Cell x2     | Luiui Ochi (b) At | The same of the sa |           |   |

To Gold Dragon Castle (1)

enemy encounters

### ITY OF WHITE NIGHTS





Monk Bangle

To Dysett Region (2)

The city is a collection of ladders and platforms. Jack must carefully select which ladders to climb to reach his final destination. Climbing an incomplete ladder causes it to crumble and drop Jack down one level. There are also sand falls that, when touched, sweep Jack off the ledge, but they disappear after a few seconds. Neither the broken ladders nor waterfalls are dangerous. Blue arrows indicate broken ladders that crumble when climbed. Red arrows indicate sand falls, which appear only where the arrows begin. Move slowly through the maze to avoid accidentally encountering a sand fall. There are many chests along the way. Don't forget to collect the contents. The path is too complex to describe, so please use the provided diagram to find the exit. Stars on the diagram indicate points where Jack should climb a broken ladder, or must avoid a sand fall.





\*\*\*

Save and restore at the base of the castle. This is the party's last chance to do so. Climb the stairs to the top of the castle to face the final challenge.



### Final Party

The most important character to have in the final party is Kain, the leader of the Olacion Order. His powerful group heals can't be topped. The rest of the party can be comprised of anyone, but it's best to have other guild leaders in the last two spots.



APHELLIAN

| W    | AP     | Strength | DEF   | EVA  | TGR   |
|------|--------|----------|-------|--|---|
| 70   | 118000 | 382      | 132   | 290  | 235   |
| EXP  | DAGOL  | DROP     | 1     | Lucia  |   |
| 0    | 0      | IN/A     |       |  |   |
| -    |        |          |       | The state of the s | FRZ   |
| a    |        | o RI     |       | BND  | 10  |
| PO   | PA     | A        |       | DUG  | Janes Contraction of the last |
| Inch |        |          |       | 0.4 14   | 1   |
| A    | g GV   | R PE     | tal . | 1000   | and a   |

Equip Jack with the Demon Mail, so he constantly takes damage, and command the party's healer to cure him. The healer should begin a constant chain of heals, because the Demon Armor ensures that Jack is never completely healthy. Avoid using Links. The need to heal outweighs the need for offensive power.





THE THE

Taking on Aphelion at a low level, without the best characters (guild leaders) is tough. Come prepared with plenty of Revival Stones and Revival Stone Chips, and pause every now and again to heal the party manually.



Aphelion is as powerful as one would expect. He begins the battle using a sword attack at close range and a wing attack that unleashes a wave of energy. Equip Jack with the Fierce Defense Skill, so he can resist the wing attack's Break Parry effect. Try to keep Aphelion between the two fighters. assuming there are two fighters in the group, so that someone is always able to attack him from the safer

Walkthrough

rear side. Should Jack be the only melee specialist in the group, attack the dragon from the front while Parrying and using Counterblows.

Begin the battle with Jack's Volty Blast if the Volty Gauge is full. Keep an eye on the Volty Gauge throughout the fight. It should fill rapidly. Unleash the Volty Blast each time the meter hits its maximum, so it can begin to refill. Jack should be able to use his Volty Blast two or three times before the fight ends.

Aphelion's attack pattern changes approximately halfway through the battle. He adds magic attacks that have the power to Petrify, Bind, and Curse Lose the Fierce Defense Skill and equip Stop Afflictions or Status Cure in its place. The Demon Mail resists these effects, but not completely. The added Skill nullifies the status artacks and keeps Jack fighting. Keep an eye on Jack's companions, who may not be so lucky, and be ready to fix them if necessary. The battle should go smoothly as long as the healer remains safe along the edge and casts a constant stream of heals. Aphelion is tough, but even a legendary dragon has its weaknesses.

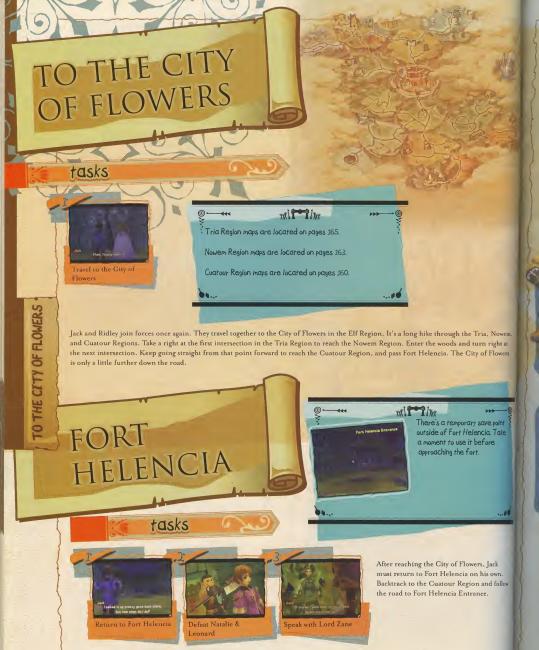
More to Come

....



Watch the credits and save the game when prompted to Create a "game Complete" save. A new game can be started from the save file (the one with a large red star in the background). Doing so allows Jack to maintain his

Skills, items (not weapons, armor, and accessories, except the Feather Earring), and Dagols for a whole new adventure. Playing through multiple times is also the only way to ever completely fill the Friends List. Jack can also access the hidden Dragon Lair Cave (page 259), which can be accessed only through a Journey Pig Statue from a continued same.





Jack is alone in this two-on-one duel, so he's forced to rely on his Circle Song or Herb Extracts for healing. It's best to use Herb Extracts, so Jack can save his Volty Gauge for later.

The Rune Saber's Petrify effect is very helpful in this battle. Parry the duo's attacks and Counterblow with sweeping strikes like the Right Plow, Reverse Blade, and Cyclone Plow, so that both enemies are struck with each swing. With a little luck one or both characters are Petrified Fiercely attack Leonard if Natalie is Petrified, or if both characters are afflicted. Leonard should fall quickly. Natalie is a bit tougher. Keep Parrying her attacks and Counterblowing, and don't go nuts until she's Petrified Save the Volty Gauge for the battle that follows, unless she's about to use her own Volty Blast. In that case, Jack should use his in self-defense in order to finish her quickly.





Parry Natalie's attacks and Counterblow,

Walkthrough

| Sideways Attack<br>Low Swing | None<br>None | Short<br>Short | 90 | 0.8 | 0.5 | Kn |
|------------------------------|--------------|----------------|----|-----|-----|----|
|                              |              |                |    |     |     |    |
|                              |              |                |    | -   | _   | _  |
|                              |              |                |    |     |     |    |

Flement Range

160

638

Element None

Special Nothing

d Pitt join Jack for the second battle, but Natalie and Leonard are accompanied by three Heavy Guardsmen. Natalie can Link with her party to form a Square Link. They should do so at the beginning of the battle. Don't waste time. Charge forward and start hacking on Natalie. Use the same sweeping attacks, so that each swing strikes most of the enemy party. One or more of the enemies may be Petrified right away and break the Link, or Gil's ice attack may Freeze them.

EVA nas

ock Down

DIH

Herb Extract (???) BLD PEV





Pause after a few successful hits and use the Volty Blast against Natalie unless it was used in the last battle. So long as Natalie remains in the Square Link she's unable to use her Volty Blast, so eliminating her quickly isn't as important. Just focus the entire party on her, so she's the first enemy to fall. Natalie's elimination makes the battle a breeze, because the enemies can no longer Link. Form the Attack Link, if possible, and clean up the stragglers.

# CITY OF FLOWERS



PITT (10:50~15:50/16:00~21:55/22:05~02:50)

| item           | rate        |
|----------------|-------------|
| Elf Region     | 1000 Dagols |
| Shangri La     | 1000 Dagols |
| Goblin Haven   | 1000 Dagols |
| Earth Valley   | 1000 Dagois |
| Adien Region   | 1000 Dagols |
| Dichett Region | 1000 Dagols |
| Sediche Region | 1000 Dagols |
| Dysett Region  | 1000 Dagols |
| Ocho Region    | 1000 Dagols |
| Borgandiazo    | 1000 Dagois |

Jack returns to the City of Flowers automatically after the battles. Go directly to Lord Zane's house at the top of the city. All other homes and paths through the city are blocked off for now.















### FORT HELENCIA ACCESSORIES

| (04:20=22:00)  | rate   | - |
|--|--|---|
| Saint's Trophy Divine Earring Pluto's Trophy Beckoning Cat | 2400 Dagols<br>6000 Dagols<br>20,000<br>Dagols<br>20,000 |   |
| Training Device  | Dagols<br>50,000<br>Dagols                               | 1 |
| Book of Health<br>Book of Pegasus                          | 8000 Dagols<br>2800 Dagols                               | 1 |





\*\*\*



| VLADIMIR'S   | SHOP |
|--------------|------|
| 03:05~23:00) | rate |

| Evil Blade<br>Storm Bringer | 8000 Dagols<br>56,000<br>Dagols |
|-----------------------------|---------------------------------|
| Rune Saber                  | 11,800<br>Dagols                |
| Blaze Saber                 | 46,000<br>Dagols                |
| Icicle Axe                  | Dagols                          |
| Grand Smasher               | 68,000<br>Dagols<br>7000 Dagol  |
| Brionac<br>Deep Lance       | 32,000<br>Dagols                |
| Iron Plate                  | 12,000                          |

Alefstrain



### FORT HELENCIA PHARMACY

Dagols 85,000 Dagols

| (24 HOURS)       | rate        |
|------------------|-------------|
|                  | 50 Dagols   |
| Herb Extract S   | 150 Dagols  |
| Herb Extract DX  | 600 Dagols  |
| Herb Extract MAX | 1000 Dagols |
| Moon Stone Chip  | 160 Dagols  |
| Moon Stone       | 580 Dagols  |
| Revival Stone    | 2000 Dagols |
| Sage             | 300 Dagols  |
| Cleansing Stone  | 800 Dagols  |
| Analysis Ball    | 40 Dagols   |
| Panic Powder     | 80 Dagols   |
| Celestial Nectar | 1600 Dagols |





| NEW RI  |       |     |
|---------|-------|-----|
| Franz   | 12    | 95  |
| Gil     | 34    | 97  |
| Grigory | 8     | 101 |
| Keane   | 18    | 103 |
| Marsha  | 9     | 106 |
| Naom    | 11    | 109 |
| Ricky   | 27    | 111 |
| Serva   | 24~27 | 114 |

Jack is told to go to Goblin Haven, the black goblin village. Ridley joins the party automatically, and Coco waits outside the northwest entrance. Speak to Coco when ready to leave the fort.



Walkthrough

# PRACTICING BUSINESS



Marsha and Keane, in the small room to the left of Fort Helencia's rear entrance, argue about which one should get to open a shop. They order Jack to help them decide. Go to Lord Zane first and talk to him about the problem. He recommends that Jack talk

to Vladimir, a dwarven shopkeeper. Vladimir is located in Fort Helencia Courtyard. He suggests that Clarence might know more. Talk to him in Fort Helencia Anteroom. Return to Lord Zane after speaking with Clarence to get the final verdict. Deliver the verdict to Marsha and Keane.

THE STRONGEST ELF

Look for Franz, a dark elf, standing in Fort Helencia Courtyard. He hopes to test his strength against the light elf, Gil. Agree to watch the battle and see what happens.



### THE BEST LIQUOR



Grigory stops Jack on the way out of Fort Helencia. He's waiting on a shipment of the most famous beer, supposedly to hand out to everyone. He asks Jack to check with Vladimir about the late shipment. Talk to Vladimir in the courtyard to find out that Naom is the

dwarf with the answers. Naom is in Fort Helencia Passage. He points to Dyvad, who last had the beer. Dyvad is next to Vladimir in the courtyard. Speak to him to get the Dwarf Beer, and then take it back to Grigory. Jack is rewarded with 1000 Dagols.

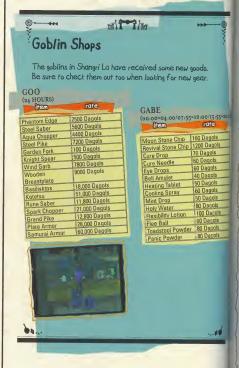
# UPGRADING & RECRUITING

After confirming departure with Coco, return to Fort Helencia and take a long look around. Many of the residents are now available for recruitment if Jack completed the side events. Talk to everyone. It's a huge help if Jack hasn't recruited many nonhumans before leaving Radiata



Vladimir, the dwarf, also opens his weapon and armor store. Check out his excellent selection. There are some very pricey items available. Make sure to upgrade Jack's weapon. Armor is less important for now. The Storm Bringer, though not the most powerful choice, is a fantastic blade. Its Paralyze effect is far greater than the Grand Smasher's Poison. The Deep Lance is also an excellent choice for those on a tighter budget.





Nowern Region maps are located on page 163.

Sediche Region maps are located on page 172.

Goblin Haven is far away in the Sediche Region, which is through the Nowem Region. Leave Fort Helencia heading west into the Nowem Region, and follow the road straight through to the Sediche Region. There are several turns along the way. Just ignore them and keep heading straight.



Sediche is a maze of mushrooms. It's no surprise most humans have never heard of Goblin Haven. Go to the end of the first area and look for a mushroom lift. Ride it up and move into the connected area (Sediche Region 3). Go straight west, search for a second lift in the middle of the path, and ride it down. Keep heading west and go up one more lift to find the entrance to Goblin Haven (Sediche Region 6). Coco is along to make sure Jack doesn't get lost. He's quick to say something if the party wanders off track.

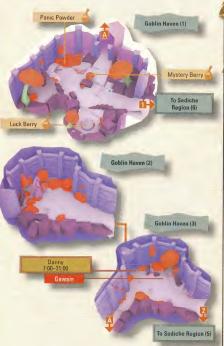




### NEW RECRUITS recruit level page

| UCCUR.   |    | Commence of the last of the la |
|----------|----|--|
| Shin     | 14 | 115  |
| Fan      | 30 | 94   |
| Row      | 29 | 113  |
| Pitt     | 16 | 110  |
| Few      | 20 | 94   |
| Alan     | 12 | 86   |
| Pietro   | 26 | 110  |
| Jan      | 19 | 102  |
| Niko     | 12 | 109  |
| Danny    | 10 | 90   |
| Dominic  | 21 | 91   |
| Bosso    | 27 | 88   |
| Georgio  | 24 | 97   |
| Luka     | 23 | 105  |
| Sonny    | 20 | 115  |
| Giovanni | 18 | 98   |
| Polpo    | 13 | 111  |
| 0.00     | -  |  |

# GOBLIN HAVEN



| 1:00~21:00)   |               | 200  |
|---------------|---------------|------|
| item          | rate          |      |
| Life Berry    | 30,000 Dagols |      |
| Mystery Berry | 13,000 Dagols | - (1 |



Take a moment to save upon entering Goblin Haven.
Explore the city to encounter none other than the legendary Sir Gawain.

|       | G         | AWE   | M           | VI     |     |        |
|-------|-----------|-------|-------------|--------|-----|--------|
|       |           |       | الحلا       |        |     |        |
|       | AF DV     | (AP   | ATUS        | DEF    | EVA | D.GX   |
|       | 53<br>EXP | PAGOL | 265<br>DROP | 230    | 172 | 122    |
| TO BU | 0         | 0     | DRUP        | Amilia | 4   | - Line |

| None              | CON CUR     | D        | DTG            | A                 |
|-------------------|-------------|----------|----------------|-------------------|
| Moves  Right Blow | Element Ro  | inge Arc | Kn<br>Power Bo | ock<br>ick Effect |
| 2 Left Blow       | INITION ILL | ing 120  | 0.7            |                   |

POI PAR

| ones .               | Elemen | Range                        | Ana    | D-000                  | Knock | Effect    |
|----------------------|--------|------------------------------|--------|------------------------|-------|-----------|
| HIGHL DIOW           | None   | Long                         | 1120   | 0.7                    | Back  | Effect    |
| 2 Left Blow          | None   | Long                         | 120    | 0.7                    | 1     | -         |
| 3 King Crush         | None   | Long                         | /90    | 1.2                    | 1     | _         |
| Crossbow             | None   | Long                         | -      | The real Property lies | 1     | -         |
| Leo Smash Royale 0~6 | None   | - Long                       |        |                        | 0.5   | _         |
| Antagonize Enemy     | None   | THE RESERVE TO SERVE THE RES | -      |                        | 1.3   | -         |
|                      |        | The second second            | al-mal | 12                     | 1.3   | Knock Bar |

This is a no-win situation. Gawain is just too tough for Jack. Fight for a bir, but eventually Gawain ends the battle with his Leo Smash Royale.



brities this battle to its inevitable conclusion



Take some time after the fight with Cawain to explore Goblin Haven more thoroughly. There are a few black goblins to recruit, but the main purpose is to use the restoration point near Gawain and save if desired. Challenge Gawain a second time when healed and ready to continue.

LV (AP ATTR DEF EVA LCR 53 350/1350/265 230 172 122 EXP DAGOL DROP 9064 0 Revivel Stone Chip, Mystery Berry (???)

ELE POI FAR RID END FRZ A Neves

Jack may have healed from the first battle, but Gawain has not. If Gawain is not surrounded by the telltale flames of an imminent Volty Blast, then Jack can Parry his attacks and Counterblow with quick strikes. However, if Gawain did not use the Volty Blast in the previous battle, he is likely to now, so use Jack's to finish him off in one blow before he can do the same.



Galvain is no match for Jac the second time they battle

| PESCONA SPECIAL      | -                               | 1900  | 0 0 1 | 2.00 | 13000 | Effect     |
|----------------------|---------------------------------|-------|-------|------|-------|------------|
| Moves                | Elemen                          | Range |       |      | Back  | ARICO      |
|                      | None                            | Long  | 120   | 0.7  | 1     | -          |
| Right Blow           | None                            | Long  | 120   | 0.6  | 1     |            |
| 2 Left Blow          | THE RESERVE THE PERSON NAMED IN | Long  | 90    | 11.2 | 1     |            |
| 3 King Crush         | None                            | -     | 100   | 0.6  | 0.5   |            |
| Crossbow             | None                            | Long  | U     |      | -     | -          |
| Leo Smash Royale 0~6 | None                            |       |       | 0.3  | 1.3   | Knock Back |
| Antagonize Fnemy     | None                            |       |       | 2    | 1.3   | Knock back |

# RETURN TO FORT HELENCIA

Gawain joins the party for now. The party can use the Journey Pig Statue outside of Goblin Haven to get back to Fort Helencia in a flash, but don't go too quickly. There's plenty to see outside, and this is Jack's one chance to learn Gawain's "King of Night" Skill. Take some time to fight with him in the wild, and keep Linking to ensure that Jack masters the Skill before they return to the fort.



# Wind Valley Expedition Nearby Wind Valley (a left instead of a right in the rocky area on the way home) is a great place to stop for quick experience while earning the King of Night Skill. There are also some excellent treasures available.

### Parting with Friends

Jack and company encounter Jarvis and Daniel upon returning to Fort Helencia Entrance. After a brief conversation they're forced to battle.



Walkthrough





| 35  | AP    | AUK  | DEF | EVA | LCK   |
|-----|-------|------|-----|-----|-------|
|     | 895   | 154  | 155 | 194 | 80    |
| EXP | DAGOL | DROP |     |     | 00    |
| 578 | 159   | 777  | -   |     | A COL |

| GB ~    |          |         |
|---------|----------|---------|
| POT     | PAR DIE  |         |
| None    | PAR RID  | RND     |
| RLZ CON | D        | END FRZ |
| CON     | GUD D    | D       |
| 1 D     | CUR RETT | D       |
| U       | D D      | euu     |
| 1936 A. | D        | D       |

| Moves         | (Comont) | Range                    | 10000000000000000000000000000000000000 | (C) (C) (C) | Knock               | - Contraction of |
|---------------|----------|--------------------------|--|-------------|---------------------|------------------|
| Thrust        |          |                          | Ars                                    | Power       | Rack                | Effect           |
| Upward Thrust |          | Livienium                | 140                                    |             | 0.5                 | Coucas           |
| Ground Sweep  | Fire     | Medium                   | 40                                     |             | 0.6                 | Charles Street   |
| Lorounu Sweep | Fire     | Medium                   | 200                                    | -           | THE PERSON NAMED IN | 1                |
|               |          | The second second second | STATE OF THE PARTY.                    | Linna I     | 0.0                 | Knock Dow        |



| W.AV | HP    | ATK  | DEF |     |     |
|------|-------|------|-----|-----|-----|
| EXP  | DAGOL | 126  | 124 | EVA | LCK |
| 178  | 222   | DROP |     | 1/2 | (93 |

| EE  | POI | PAR | BLD | BND | FRZ      |
|-----|-----|-----|-----|-----|----------|
| Nor |     | D   | D   | D   | D        |
| BLZ | CON | CUR | PEU | DTH | - Juine  |
| D   | D   | D   | D   | D   | THE SAME |

|              | · Secondards |       | No. | _     | Roock |        |
|--------------|--------------|-------|-----|-------|-------|--------|
| Moves        | Element      | Range | Arg | Power | Back  | Effect |
| Tree Chopper | None         | Short | 90  |       | 0.5   |        |
| Daniel Blow  | None         | Short | 40  | 1.2   | 1.3   |        |







Daniel is seriously outclassed in this battle.

The duo of Jarvis and Daniel are really no match for Gawain and Jack. Direct attacks at Jarvis first. Though he's the more talented fighter, he has the least amount of HP. Unleash a Volty Blast and then finish him off. Surround Daniel with the Attack Link once he's alone, and the battle ends quickly.

Enter Fort Helencia-Gawain takes his leave. Take a moment to save and then seek out Mikey, a dark elf, inside Fort Helencia Entrance.

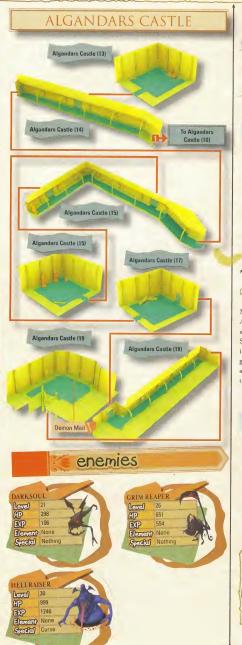


ALGANDARS CASTLE

ALGANDARS CASTLE







### enemy encounters

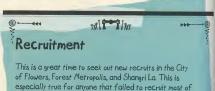
| mil | - Control of the Cont | definite enemy | possible enemy                 |           | dagols  |
|-----|--|----------------|--------------------------------|-----------|---------|
|     |  | Darksoul x4    | Darksoul x2, Grim<br>Reaper x1 | 1         | 196~348 |
| ١   | Grim Reaper  | Grim Reaper x2 | Grim Reaper x1,<br>Darksoul x2 | 1108~1874 |         |
|     | Hellraiser   | Hellraiser x1  | Grim Reaper x2                 | 1246~2354 | 291~399 |



# TO FIND A CURE

Mikey hopes that a cure for Algandars disease can be found at Algandars Castle in the Septem Region. Join forces in seeking the cure. Ridley is a great third for the party, and any healer or Gil does well in the fourth slot.







the nonhumans before the solit.

Use the Journey Pig Statue at Fort Helencia to reach the Adien Region. Run through Nuevo Village and straight on to the Septem Region. Hang a right at the second intersection, and then continue straight to a large door set in a stone wall. Algandars Castle is behind the ominous gate.

.,.10

### Former Friends MI 1991/A



The areas that surround Radiata are now very dangerous for Jack. One-time friends have taken up arms against him. Don't look to chat when a former human friend is found on a path Expect to be attacked without mercy.

-,-B

These groups are especially good experience, making these dangerous regions particularly excellent spots to level up.

INTO THE PAST



The castle is fairly straightforward. There's a set of double doors in the center of Algandars Castle that leads to the elf king's chambers and the boss. Explore deeper, though, to find some fantastic treasures, including the Demon Mail. To reach it, go up the stairs to

the left of the boss's chamber, down the hall to the door at the very end, then through the first door in the subsequent hallway. This ominous suit of armor provides great defense and protection from status attacks, but it drains Jack's health one point per second during battles. It's a small price to pay for such solid protection.

# ARCHDEMON

| 36<br>EXP | DAGOL | 250            | DEF<br>0        | <b>EVA</b><br>139     | LCK 247  |
|-----------|-------|----------------|-----------------|-----------------------|--|
| 8000      | 0     | Growth Gem, Ha | stred Edga Alas | STATE OF THE PARTY OF | No. of Concession, Name of Street, or other Persons, Name of Street, or ot |

| 213  | PUL | rialis | DIE | שחם | - 110 |
|------|-----|--------|-----|-----|-------|
| None | A   | A      | A   | A   |       |
| BLZ  | CON | CUR    | PET | DUH |       |
| A    | В   | A      | A   | A   |       |

| Moves          | Element  | Range | Arc         | Page            | Knock | Effect                              |
|----------------|--|-------|-------------|-----------------|-------|-------------------------------------|
| Strange Light  | Fire   | Long  | 0           | 11              |       |                                     |
| Strange Light  |  | Long  | 0           | 11              | 0.5   | Blaze (150%)                        |
| Strange Light  | The second name of the owner,  | Long  | And in case | <del>!-</del> - | 0.5   | (Freeze (150%)                      |
| Strange Light  | THE RESIDENCE OF THE PARTY OF  | Long  | 10          | !               | 0.5   | Paralyze (150%)                     |
| Icy Devil Hook | The state of the s | Mid   | 0           | 11              | 0.5   | Poison (150%)                       |
| Dark Breath    | THE PERSON NAMED IN  |       | 360         | 11              | 11    | Freeze (100%), Knock Back           |
| Light of Ruin  | the latest transport   | Mid   | 90          | 0.3             | 0.5   | 1~7 hits, Petrify (100%)            |
| Summon Servant | None   | Long  | 0           | 0.8             | 1     | 1-2 hits, Curse (100%), Break Parry |
| Summon Servant |  |       | -           | -               | -     | Summon 2 Grim Reapers               |

# CRYSTAL BALLS

| LV  | (AP   | ATK  | DEF                    | EVA          | Nex     |
|-----|-------|------|------------------------|--------------|---------|
| 20  | 600   | 0    | 261                    | 0            | la la   |
| EXP | DAGOL | DROP |                        |              | U       |
| 0   | 0     | N/A  | And the contraction of | and the same | Adding. |

Walkthrough

| Variable*         | PAR  | RID ava  |     |
|-------------------|--|----------|-----|
| BLZ CON           | AAA  | A BND    | FRZ |
| A                 | A CONTRACTOR OF THE PARTY OF TH | PET DITH | A   |
| *Red - Fire Eleme | A A A A A A A A A A A A A A A A A A A  | A        |     |
| Green C.          | water Flam   | and M.   |     |

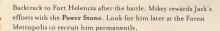
Earth Element

| Moves | Eleme | ent Range | Arc | Powe | Rnock<br>Back | Effect  |
|-------|-------|-----------|-----|------|---------------|---|
|       |       |           |     |      | _             | When<br>Destroyed,<br>Takes 666<br>HP from<br>Archdemon |

The Archdemon can't be attacked, but the Crystal Balls surrounding it are vulnerable. Destroying them is the only way to banish the boss for good. Most of the Archdemon's attacks are aimed to the front. It has one spinning attack that strikes anyone near its body, but the attack isn't overused. Attempt to stay behind the enemy while the other party members attack from the front.

Assault the Crystal Balls one at a time until they're destroyed. The Crystal Balls have only 600 HP each, so they aren't too tough, but they do require a little effort. Keep a close eye on the other three characters, and command the healer to take action when necessary. None of the nonhumans is a great healer, so have some Herb Extracts ready, or use Jack's Circle Song to cure the entire party for free. The Line Link can be useful in this battle, as it strikes multiple Crystal Balls with each attack, but use the Volty Gauge for healing first and attacking second.





# GOBLIN

### tasks

GOBLIN HISTORY









NEW RECRUITS
recruit (evel rage

Marco 16 | 105

Travel to Goblin Haven and speak with Marco, the book salesman. He's searching for an ancient document detailing the history of the goblins. It's believed to be inside the Goblin Cemetery in the Dorse Region.



Use the Journey Pig Statue at Goblin Haven to reach the Dorse Region. Go away from Shangri La and take a left at the top of the hill. Look for a path on the left side after crossing the rock bridge—follow it. Hang a left at the first fork and a right at the second to reach the entrance to Goblin Cemetery once again.

# GOBLIN CEMETERY

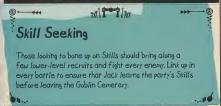


The task at hand couldn't be any easier. Obviously Jack is very familiar with this area from his time in Theater Vancoor. Get in, run to the end, conquer the boss to get the book, and get out. It's simple and neat. There's no shortage



of enemies in the Goblin Cemetery, but at this point they're worth very little to Jack and his party. It's better to move fast here and spend the saved time in an area with more substantial foes.





Return the Goblin History Book to Marco. He presents the party with 6000 Dagols for the book. Though he isn't yet available to recruit, he soon will be. Check back with him shortly.



# THE MAGNIFICENT ORE

tasks

# GOBBLEHOPE IX

| 38  | 1000  | LAULU   | DEF        | EVA     | LCK        |
|-----|-------|---------|------------|---------|------------|
|     | 1806  | 166     | 70         | 266     | 134        |
| EXP | DAGOL | DROP    |            |         | 104        |
| 650 | 10    | Flee Ba | II, Myster | v Rorne | AND LABOR. |

| None A | PAR | BLD | BND   | 1000 |
|--------|-----|-----|-------|------|
| None A | CUR | A   | DIVID | FRZ  |
| LAIA   | COK | PET | DTH   | A    |
|        | A   | A   | A     |      |

| ves               | Element |       | A   | -     | Knock | Effect               |
|-------------------|---------|-------|-----|-------|-------|----------------------|
| ohtning Curse     |         | Mid   | Arc | Power | Back  | Effect               |
| blin Revival      | VVIIId  | IVIIO | 0   | 1.5   | 0     |                      |
| nish              |         | _     | _   | =     |       | Summon Bone Goblin   |
| The second second |         |       |     |       | _     | Warp across the room |

BONE GOBLIN
Level 17
MP 202
EXP 75
Element None
Nothing

The bass waiting at the end should seem familiar. Gabblehope IX is back and ready to battle once again. His tactics haven't changed a bit. He creates Bone Gablins to do the fighting for him and teleports away when he's threatened. At this point, the party can wipe out the Bone Gabblins in a couple of hits, so they're no real threat. Pick them

Repeatedly track down Gobblehope IX as he teleports around the comp

off as they appear. Surround and attack Gobblehope. It doesn't take long to subdue him a second time. Those in a real hurry can use a Volty Blast to wipe him out even faster, but it's a serious waste of a full Volty Grune.





Walkthrough

Conquer the Earth Cell



NEW RECRUITS
recruit level page

Dyvad 17 93

Return to Fort Helencia and speak to Dyvad in the courtyard. He wants some ore of incredible quality from the

dwarf mine in Earth Valley.
Accept his task and use the
Journey Pig Statue outside Fort
Helencia to travel to the Earth
Valley gate.

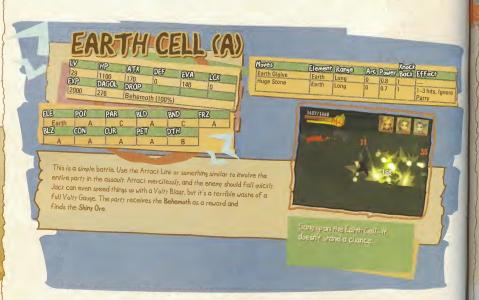


As expected, the once thriving town is completely desolate. Cross the city and enter Dwarf Tunnel I.



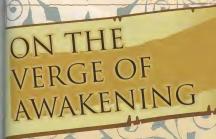
Dwarf Tunnel I maps are located on pages 193.

The creatures in the mine are no threat to the party. Pass them by as much as possible. The path down to the center is very simple. Run directly across the first room and ignore the tunnel in the back wall. Go down the elevator, continue to the second room, and enter the door in the center of the back wall. The path is straight from that point, through another room and several tunnels, to a huge chamber (Dwarf Tunnel I II) where a boss can be found.



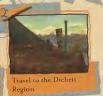


Return the Shiny Ore to Dyvad at Fort Helencia. He rewards the party with a Deep Lance. Speak to him once more to recruit him.



### tasks







Sleep in Jack's Room within Fort Helencia after finishing the Algandars Castle quest. Parsec, the Fire Dragon, is under attack. Jack must rush to Fire Mountain to save him. Cather a party. Ridley is unavailable, but Gil is an



absolute must for this mission. His Fire Defense Skill and Water attacks come in very handy at Fire Mountain. Also grab a healer and perhaps one more melee character, such as Gob.



The trek to Fire Mountain starts in the Dorse Region.
Use the Journey Pig Statue at Fort Helencia to travel to Shangri La. Pass through the city and out the east exit to reach the Dichett Region. Jack encounters someone familiar on the bridge that connects

Dorse to Dichett.



| 100   |            | 31                | NE                  | N                  | The state of the s |                |            |
|---|------------|-------------------|---------------------|--------------------|--|----------------|------------|
|   |            | 60<br>EXP<br>9999 | HP<br>3300<br>DAGOL | ATK<br>308<br>DROP | DEF<br> 273  | <b>EVA</b> 212 | LCK<br>287 |
|   | AE<br>None | POI               |                     | A BL               | Α Α  | BND<br>A       | FRZ A      |
| a disease de production de la constantion de la | BLZ        | CON               | CUR                 | A PE               | A  | DTH<br>A       |            |

| Moves  | Elemen | t Range   | Ana | Descrip | Knock |             |
|--|--------|-----------|-----|---------|-------|-------------|
| Fantasia   | None   |           |     |         | Back  | Effect      |
| Reverse Fantasia   |        | Medium    | 90  | 0.9     | 1     | _           |
| Streaming Sword  | None   | Medium    | 90  | 0.8     | 1     | 1           |
| Locus ( Ti   | None   | Medium    | 200 |         | 2.0   | -           |
| leavenly Throw   | None   | Medium    |     |         | 0.5   |             |
| Radiant Sword  | None   | Tiviedium | 40  | 1.2     | 0.6   | Launch      |
|  | INOUE  | -         | -   | 6       | 1.3   | Volty Blast |
| District Control of the Control of t | -      | l         | 1   |         |       | Knock Back  |

Elwen is a fierce fighter with no real weakness. Her Radiant Sword Volty Blast is capable of causing nearly 2000 hit points of damage to one character, and her lesser attacks can carve up a party member in seconds. The only way to beat her is to enter battle with Jack at over 1700 HP (use Skills, Life Berries, and accessories for a boost), equipped with a good spear, and holding plenty of Herb Extracts for quick heals, keep his HP maxed out with Auto Cure and use Herb Extracts when necessary. Parry Elwen's attacks and Counterblow with short single-hit thrusting attacks. Otherwise, expect a quick defeat, but don't give up. Sometimes she uses her Volty Gauge to increase her defense rather than unleashing her Radiann Sword Volty Blast. With a little luck Jack just might persevere, but it is n't critical that he wins



tasks

The Dichett Region is a small maze of rocks over a boiling lake of lava. Follow the outer edge left, around to the



.....

lake. These are no threat to Jack, but they do change the landscape slightly, making it a little harder to find the way around. Climb the thorns to reach Fire Mountain.

TXX TO I TXX

Demon Mail Wearers Beware

Use an Herb Extract to heal at least a small portion

of Jack's health after the battle with Elwen. If not,

equipped with Auto Cure.

he'll die as soon as the next battle begins, even if he's



Enter Fire Mountain

RAGON

XXX To / Kex

Dichett Region maps are located on page 173.

DEATH OF THE FIRE DRAGON

FIRE MOUNTAIN a contraction of the contraction

thorn-like protrusions in the northwest corner. There are many parts of the path that sink into and rise up from the lava

enemies



BLOOD ORC (C) 946 Special Nothing



| Level     | 31    |
|-----------|-------|
| HP        | 355   |
| HP<br>EXP | 514   |
| Element   | Fire  |
| Special   | Blaze |

| Level     | 32    |    |
|-----------|-------|----|
|           | 392   | .1 |
| HP<br>EXP | 594   | 1  |
| Element   | Fire  |    |
| Special   | Blaze |    |

### TAX PT I NAT Proper Equipment The Deep Lance given to Jack for the Magnificent Ore event is great around the Dichett Region and Fire Mountain. All of the creatures encountered are Firebased and weak against Water. -,.46

A group of Radiata Knights guards the entrance to Parsec's Lair. Defeat them to enter the lair and face the real challenge.



### enemy encounters

| enemy                  |                 |  |           | 900~1047         |
|------------------------|-----------------|--|-----------|------------------|
| Blood Orc (A)          | Blood ore (A) A | Flome Ant x3                           | 000       | 505~623          |
| Blood Orc (C)          |                 | Flame Lizard x2, Flame<br>Ant x1       | 2002 070  |                  |
| (Mount 2)<br>Flame Ant | Flame Ant x7    | Flame Ant x3<br>Flame Lizard x2, Flame | 3598~5140 | 28~40<br>171~293 |
| Flame Lizard           | Flame Lizard x3 | Ant x2                                 | 1702-5550 |                  |

### FIRE MOUNTAIN REGION

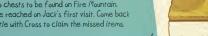


Fire Mountain is very straightforward. It's one long path to Parsec. There are many high-level enemies along the way, which are great experience. Link with Gil during the battles, so the entire party shares his Fire Defense Skill.

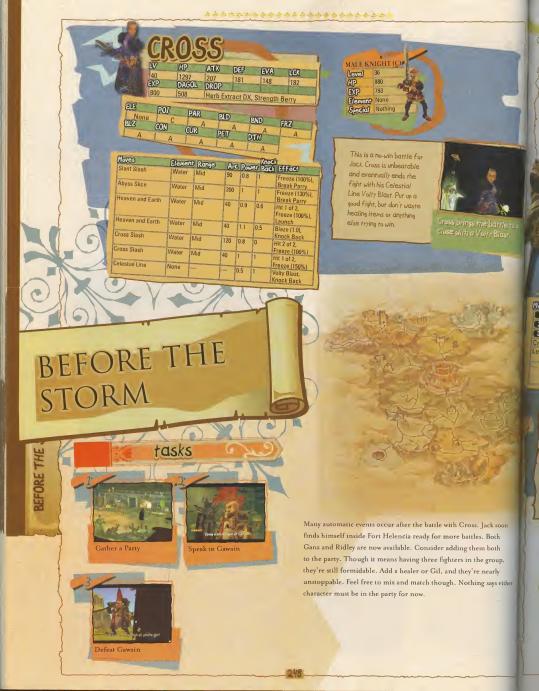




Neither can be reached on Jack's first visit. Come back after the battle with Cross to claim the missed items.



Walkthrough



### THE ARBITRATOR

ത്രത്തെത്തെത്തെത്ത

Look for Gawain in the Fort Helencia Shelter after the events of "Before the Storm." Speak to him to begin the next event.



\*\*\*

# GAWAIN

| L    | HP    | ATUS    | DEF      | EVA        | LCK  |
|------|-------|---------|----------|------------|------|
| 55   | 1465  | 271     | 238      | 176        | 126  |
| EXP  | DAGOL | DROP    |          | 170        | 1120 |
| 9064 | 0     | Revival | Stone Ch | ip, Myster |      |

| ava G             | OI PAR | A 13   |       |  |
|-------------------|--------|--|-------|--|
| None              | D D    | RLD  | BND   | FRZ  |
| Δ (0)             | UN CUR | RAT  | DIH   | A  |
|                   | ALD    | D  | DUW A | - Constitution of the Cons |
| The second second |        | The state of the s | A     |  |

| 1) District     | Elemen | Range | Ara  | Power | Rack | Effect                                    |
|-----------------|--------|-------|------|-------|------|---|
| 1 Right Blow    | None   | Long  | 1120 | 0.7   | 1    | 1   |
| 2 Left Blow     | None   | Long  | 120  | 0.6   | 1    | -   |
| 3 King Crush    | None   | Long  | 90   | 1.2   | -    | -   |
| rossbow         | None   | Long  | -    | -     | 1    | _   |
| eo Smash Royale | None   | Long  | 0    |       | 0.5  | _   |
| -               |        |       |      | 0.3   | 1.3  | Volty Blast,<br>Hits 1~5 of 6             |
|                 | None   | None  | -    | 2     | 1.3  | Volty Blast,<br>Hit 6 of 6,<br>Knock Back |

Gawain desires to test Jack's strength once more. Trade blows with him by Parrying his attacks and Counterblowing. Keep this up until Gawain is ready to use his Volty Blast. Quickly unleash Jack's Volty Blast on Gawain to hopefully finish the battle. If not, ensure that Jack's HP is maxed out before Gawain can use his Volty Blast





Win or lose, after the battle, Gawain pronounces Jack ready for the legendary Arbitrator, his father's sword. It no longer shows up as an "important item" and gets moved to the "common items" list, where it can be equipped.



### tasks













Walkthrough



Doppio

Enter Fort Helencia Shelter and speak with Lord Zane. The nonhuman army has amassed, but the orcs are unrepresented. Zane asks Jack to locate the green orc leader, [], in the Elf Region.



Leave Fort Helencia and use the Journey Pig Statue to fly to the Elf Region. Travel north (left) from the City of Flowers and take a right at the split. Pass through the swamp to the fork at the back, and turn right again to find JJ sitting at the end of the path. Speak to the green ore leader and choose either the system of the path.



green orc leader and choose either option when prompted. He asks Jack for a favor. The blood orcs have kidnapped his friends. Look for them in the Desneuf Region within Borgandiazo.

Getting to the Desneuf Region is no small task. Travel to the Adien Region and head south through Nuevo Village. Turn right at the intersection that follows, and then take an immediate left to reach the Ocho Region. Follow the road to a fork and turn right (Jack's right). The road leads to a stone arch. Turn left, avoiding the arch, to enter the Desneuf Region. The rope next to the Journey Pig Statue is the entrance to Borgandiazo, the city of the blood orcs. Take a moment to teleport back to Fort Helencia and save before entering this dangerous region.













| Level   | 32    |              |
|---------|-------|--------------|
| (AP     | 392   | Carlot State |
| EXP     | 594   | *            |
| Element | Fire  | 7            |
| Special | Blaze |              |

### enemy encounters

|  |                  | ~                |           | Photh     |
|--|------------------|------------------|-----------|-----------|
| Contract of the last of the la | definite enemy   | possible enemy   |           | dagols    |
| enemy  | 181 0            | Blood Orc (C) x1 | 1786~2732 | 1800~1935 |
| Blood Orc (A)  | Blood Orc (A) x2 |                  | 1056~3432 | 1270-598  |
| Plood Orc (D)  | Blood Orc (D) x1 | Flame Lizard x4  | 1000~3432 | 1010-000  |

Borgandiazo is a maze of doors and hallways. Please use the map to navigate. Jack must get to the cave at the bottom (To claim all of the treasure: A, down rope, E, F, E, C, down rope, H, J). Keep the Deep Lance equipped to ensure maximum damage to the fire creatures here, and fight to the lowest point in the bottom hall to find the blood ore leader.





| C-1-5 | FUB | LUM    | D  |                | DITIE     | and the last | IND         | 94 |
|-------|-----|--------|--|----------------|-----------|--------------|-------------|----|
| Fire  | В   |        | В  | В              |           | В            | В           | 1  |
| BLZ   | CON | CUR    | B  | EU             | DTH       |              |             | 4  |
| A     | В   |        | A  | А              |           | Α            |             |    |
| Moves |     |        | OWNERS OF THE PERSON NAMED IN  | Na orbitorroom | STOCK CO. | D-val        |             |    |
| Poke  |     | lement |  | Are            | Power     | Back         | Effect      |    |
|       |     | Vone   | Mid  | 40             |           | 0.5          | 1~2 Hits    | -  |
|       |     |        | TO SHARE THE PARTY OF THE PARTY | -              |           | -            | Break Parry |    |



Surround and attack the Therosaurus to dismount Galvados.



The Deep Lance is great against the fire-based boss

There are two parts to this battle. Galvados begins the fight riding a Therosaurus. Immediately equip the Deep Lance. Its Water attack is especially deadly to blood orts like Galvados. Use the Attack Link and surround the beast. Bear on it until the creature collapses and Galvados is on his oun. Keep a close eye on everyone. The Therosaurus isnir defenseless. Break the Link to heal if necessary.

Galvadas is even tougher without his mount, but he's completely alone. Continue to use the Attack Link to focus everyone on the boss. Break it as soon as someone takes damage and heal. Jack can easily go one-on-one Parrying and using Counterblows. With a little luck, the boss may even be Frozen and defenseless for a bit. Be prepared for Galvados' Crazy Slugger Volty Blast. He can target anyone in the parry, so immediately heal everyone when he's about to use the attack to give the target a chance of surviving it. Jack should use his own Volty Blast as soon as it's ready.

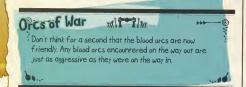




\*\*\*

Return to the Elf Region and deliver the good news to JJ. Travel back to Fort Helencia after: JJ agrees to help and share his decision with Lord Zane. He provides Jack with a Saint's Trophy as thanks for the party's efforts. Return to Jack's Room in Fort Helencia and sleep to advance.

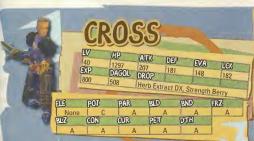






Jack wakes to find Fort Helencia under attack. Rush to the fort's front door (the side facing Radiata) to find the enemies. Defeat the group of Radiata Knights before the real battle begins.





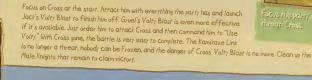
| Moves            | Element | Range | Ara | Powe | Knock<br>Back | Effect                                  |
|------------------|---------|-------|-----|------|---------------|---|
| Slant Slash      | Water   | Mid   | 90  | 0.8  | 1             | Freeze (100%),<br>Break Parry           |
| Abyss Slice      | Water   | Mid   | 200 | 1    | 1             | Freeze (130%),<br>Break Parry           |
| Heaven and Earth | Water   | Mid   | 40  | 0.9  | 0.6           | Hit 1 of 2,<br>Freeze (100%),<br>Launch |
| Heaven and Earth | Water   | Mid   | 40  | 1.1  | 0.5           | Hit 2 of 2,<br>Freeze (100%)            |
| Cross Slash      | Water   | Mid   | 120 | 0.8  | 0             | Hit 1 of 2,<br>Freeze (150%)            |
| Cross Slash      | Water   | Mid   | 40  | 1    | 1             | Hit 2 of 2,<br>Freeze (200%)            |
| Celestial Line   | None    | _     |     | 0.5  |               | Volty Blast,<br>Knock Back              |

MALE KNIGHT 36 880 None Sector Nothing

Cross is still formidable, but no longer invincible. He can create a Kamikaze Link with the Male Knights in his party, which only increases his attack power. Equip Jack with a Prevent Freeze Skill, or Status Cure to negate Cross Freeze attack, and then Link with the others in the group to share it. The Attack Link works well, and even the Guard Link works if there's a healer in the party.



Focus the party on the biggest



Explore Fort Helencia after the battle. Speak to everyone that's still alive to continue the story. Don't miss Naom; he's hiding off to the side in Marsha's shop. Another event begins as soon as Jack has spoken to the survivors.



RIDLEY'S DECISION



Ridley exits the party and asks Jack to meet her at the Ressan Tree. The tree is found at the top of the hill in front of Fort Helencia. However, Jack goes there automatically at 20:00, so recruit or fight a little until that time comes. Return to Fort Helencia after the meeting with Ridley and sleep to continue.









THE EDGE OF THE WORLD



Jack, Ganz, and the party must follow Ridley to the City of White Nights. The city is located in the Dysett Region, which is connected to the Septem Region. Use the Journey Pig Statue at Fort Helencia to travel to the Adien Region. Pass straight through Nuevo Village and into the Septem Region. Follow the road to the second intersection in the Septem Region, and turn to Jack's left. Hang a left at the second intersection as well to reach the Dysett Region.



The Dysett Region is fully have monsters, which sometimes block the path. When that happens just kick them to initiate a borde, defeat the enemies, and the path is cleared. It's worth fight have them even if they're not blocking the road, both for the experience and to fill the Volty Gauge. Continue down the dusty road until Jack encounters an old friend.



### Final Party

YST 1 Xer

Ganz must be in the party from this point forward. The other two spots can be filled by anyone. JJ, Galvados, and Gruel are all excellent choices. Definitely place Gruel in the party until Jack has mastered the Full Power Skill. Until that time, his Volty Blast seriously out-damages. Jack's Volty Blast, so he's extremely helpful in boss fights.

Any combination of the three leaves the party without the services of a healer. Stop at the Fort Helencia Pharmacy and stock up on Revival Stones, Herb Extract MAXs, and Sage or Cleansing Stones. Ten to twenty of each should be plenty. Using items to heal the party allows Jack to use Volty Attacks freely during the final battles.

94...

Blaze (100%),

Knock Back Volty Blast, Knock Back

.....



Wind

None

Gerald is a fierce fighter, but he's up against a full party. Use the Attack Link to ensure the entire party is attacking with all of their might. Strike Gerald a few times and then use Gruel's Volty Blast if it's available to finish him off. If not, attack Gerald a little longer and finish him with Jack's Volty Blast. Try to do so before Gerald uses his Dual Wave Blade, which causes approximately 1000 hit points of damage.



Gruel's Volty Blast can easily devastate Gerald

Gruel's Secret

Gruel's Votty Blact is far more nowarful than lack's due

3 Tres Slice

Reverse Slice

Dual Wave Blade

Gruel's Volty Blast is far more powerful than Jack's due to his Full Power Skill. Jack's Volty Blast will be more powerful once he masters the Full Power Skill. Always equip this Skill Just before using a Volty Blast on a boss, and then switch back to a Skill that's more useful in lesser battles.

Continue down the road after the battle with Gerald. Fight every enemy and quickly rebuild the Volty Gauge for the next boss. He's waiting just before the entrance to the City of White Knights. It's advisable to make a quick stop back at Fort Helencia via the Journey Pig Statue to save before facing him!



| 1        | CR               | 308     | S-                                      | Skill<br>Fighting S | Skill vi   |
|----------|------------------|---------|---|---------------------|------------|
|          | 40<br>EXP<br>800 | DAGOL D | ATK DE<br>207 18<br>ROP<br>lerb Extract |                     | LCK<br>182 |
| None     |                  | PAR     | BLD                                     | BND                 | FRZ A      |
| RLZ<br>A | CON              | CUR     | PET                                     | DTH                 |            |

| 14.00                  |         |       |     |       | Knock |   |
|------------------------|---------|-------|-----|-------|-------|---|
| Moves                  | Element | Range | Are | Power | Back  | Effect                                  |
| Slant Slash            | Water   | Mid   | 90  | 0.8   | 1     | Freeze (100%),<br>Break Parry           |
| Heavenless Kill        | Water   | Mid   | 200 | 1     | 1     | Freeze (130%),<br>Break Parry           |
| Heaven & Earth<br>Ream | Water   | Mid   | 40  | 0.9   | 0.6   | Hit 1 of 2,<br>Freeze (100%),<br>Launch |
| Heaven & Earth<br>Ream | Water   | Mid   | 40  | 1.1   | 0.5   | Hit 2 of 2,<br>Freeze (100%)            |
| Cross Kill             | Water   | Mid   | 120 | 8.0   | 0     | Hit 1 of 2,<br>Freeze (150%)            |
| Cross Kill             | Water   | Mid   | 40  | 1     | 1     | Hit 2 of 2,<br>Freeze (200%)            |
| Celestial Line         | None    | _     | -   | 0.5   | 1     | Volty Blast,<br>Knock Back              |

MALE KNIGHT
Level 36
APP 880
SAP 793
Element None
Gedelf Nothing

Cross starts the battle ready to unleash a Volty Blast, but he tends to immediately form a Kamikaze Link. He can't use his Volty Break so long as the Kamikaze Link holds. Order everyone to attack Cross, but avoid using a Link. Get in a few good hits, and then order Gruel or Jack to finish him off with a Volty Blast. The Male Knights that remain are no march for these seasoned warriors.



The Kamikace Link prevents Cross from using his Volty Brast



Walkthrough

Ellumaire Cross First, and the remaining knights dun't stand a chance

\*\*\*\*\*\*\*

# CITY OF WHITE NIGHTS

### enemies (normal)



| level     | 38      |
|-----------|---------|
| AP .      | 1400    |
| HP<br>EXP | 3200    |
| Element   | None -  |
| Special   | Nothing |

| evel               | 36      |    |
|--------------------|---------|----|
| P                  | 800     | ٠, |
| Level<br>HP<br>EXP | 2600    | 1  |
| Element            | Earth   | 70 |
| Special            | Nothing |    |

| Level   | 36   |    |
|---------|------|----|
| EP.     | 1000 |    |
| EXP     | 2400 | 30 |
| Element | Fire | 46 |
| Special |      | 1  |

# Special Nothing

| Level   | 35      | 2000 |
|---------|---------|------|
| P .     | 1000    | 10   |
| EXP     | 3200    | 779  |
| Element | Wind    | 19   |
| Special | Nothing |      |

## enemy encounters (normal

| The same of the sa | definite enemy    | possible enemy    | exp        | dagols   |
|--|-------------------|-------------------|------------|----------|
| enemy)   | Earth Cell (B) x2 | Agua Cell x1      | 15200~7600 | 974~1454 |
| Earth Cell (B)   |                   | Dark Cell x1      | 4800~8000  | 960~1758 |
| Agua Cell  | Aqua Cell x2      |                   | 4800~8000  | 246~1228 |
| Wind Cell  | Wind Cell x2      | Flash Cell x1     | 6400~8800  | 1596~195 |
| Dark Cell  | Dark Cell x2      | Fire Cell x1      |            |          |
| Fire Cell  | Fire Cell x2      | Wind Cell x1      | 4800~7200  | 720~843  |
|  | Flash Cell x2     | Earth Cell (B) x1 | 6400~6887  | 1964-245 |
| Flash Cell   | Flash Gen AZ      |                   |            |          |

### CITY OF WHITE NIGHTS



### To Dysett Region (2)

The city is a spiraling assortment of ladders and platforms. Carefully select which ladders to climb to reach the final destination: Gold Dragon Castle. Incomplete ladders collapse and crumble when climbed upon, causing Jack to fall down one or more levels. Sandfalls that sweep Jack off of ledges when touched are also found here and there, but they dissipate after a moment. Neither the broken ladders nor sandfalls are dangerous. Blue arrows indicate broken ladders that crumble when climbed. Red arrows indicate sandfalls, which appear only where the arrows begin. Move slowly to avoid accidentally encountering sandfalls along the way. There are many chests scattered around the maze-don't miss out. The path to the top is too complex to describe, so please use the provided diagram. Stars on the diagram indicate points where Jack should climb a broken ladder, or avoid a sandfall.





Save and restore at the base of the castle. This is the party's last chance to do so. Climb the stairs to the top of the castle to face the final challenge.



|             |     |     | ATK DE |     | LGK<br>235 |
|-------------|-----|-----|--------|-----|------------|
| ELE         | POI | PAR | BLD    | BND | FRZ        |
| None<br>BLZ | CON | CUR | PEU    | DTH | A          |
| A           | A   | A   | A      | A   | 7          |

| Moves                 | Elemen | Range | And | Descri | Knoc | k   |
|-----------------------|--------|-------|-----|--------|------|---|
| Black Demon<br>Swords | None   | Long  | 0   | 1.3    | Back | Effect<br>Curse (100%).                                 |
| Counter Wing          | None   | Long  | 90  | 10.8   | 1.3  | Knock Back  |
| Blade Omega           | None   | Long  | 10  | 0.2    | 0.8  | Break Parry,<br>Knock Back                              |
| Dark Catastrophe      | None   | Long  | 0   | 0.2    | 0.8  | 1~10 hits, Brea<br>Parry, Down-H                        |
|                       |        | Long  | 0   | ,      | 1    | Petrify (150%),<br>Ignore Parry,<br>Launch, 6<br>Random |
| Rolling Bolt          | None   | Long  | 0   | 1.3    |      | Locations   |
| Teleport              |        | -     |     |        |      | Bind (150%),<br>Break Parry                             |
|                       |        |       |     |        |      | Vanish &<br>Reappear                                    |

Start the bartle by immediately attacking with Jack or Gruef's Volty Blast. Use it again as soon as the Volty Gauge is full. Avoid using Links throughout the bartle to ensure the Volty Gauge steadily increases instead of rapidly decreasing Equip Jack with the Fierce Defense Skill, so he can resist Parry Breaks. Stay to the front of the boss and attack with single-hit blows, and then immediately Guard to stop Aphelion's attack. Attempt to position Jack so that he's the only character at Aphelion's front. The other characters can then attack his back without suffering grievous amounts of damage.

Throughout the bartle, keep a very close ere on everyone's HP. There's likely no healer in the group, so Jack must keep everyone alive. Use Herb Extract MAXs to heal single characters, or a Revival Stone to Cure the entire group when necessary. Always heal as soon as a character's life begins to flash, but try to be a little conservative so that the group doesn't run out of heals before the battle's end.

Aphelion's arrack pattern changes approximately halfway through the fight. He adds magic attacks that have the power to Petriffy, Bind, and Curse. Lose the Fierce Defense Skill and equip Stop Afflictions or Status Curse in its place. The Demon Mail resists these effects, but not completely. The added Skill nullifies the status attacks and keeps Jack flighting keep an eye on Jack's Companions, who may not be so lucky. Be ready to fix them if necessary. The magic attacks complicate things slightly, because the dragon can attack everyone rather than just the person to its front. Be diligent and keep the healing items flowing. Use status-curing items to free anyone that's raken out of the battle temporarily. Ganz is particularly vulnerable to such attacks, so you may want to feed him an Invincibility Med or two.



Use Herb Extract MAXs and Revival Stones to keep the



Unleash the Volty Blast repeatedly to quickly deplets Arhellon's health

# More to Come Load MEMORY CARD Slot 2 Solect data to load No.9 Traying Time 100.9 Dobbile October 100.9 Praying Time 100.9 Pr

### TAX T 1/Ker

Warch the credits and save the game when prompted to create a "game complete" save. A new game can be started from the save file (the one with a large red star in the background), allowing Jack to maintain his Skills, items (not weapons, armor, and accessories, except the Feather Earring), and Dagols for a whole new adventure. Playing through multiple times is also the only way to fill the Friends List completely. Jack can also access the hidden Dragon Lair Cave (page 259), which can be reached only from a Journey Pig Statue after loading a completed game.

### SECRETS

Following are secrets found in Radiata Stories. Check them out and, as always, have fun!

# DRAGON LAIR CAVE



The Dragon Lair Cave is a secret dungeon that can be accessed only from a Journey Pig Statue when a player chooses to "continue" from a completed save game. Look for a new tower on the east side of the world map.

\*\*\*\*

The dungeon is comprised of four maze-like hallways. One for each of the four elements: Wind, Fire, Earth, and Water. Explore each hallway and defeat the dragon at the end. When all four guardians are defeated, a fifth hallway opens.





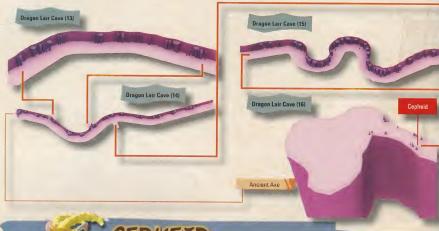
Conquer the final guardian, and the aura that circles the central hub reverses direction. Step into the exit, and Jack is presented with two options: "Leave" and "Proceed." Choosing the leave option returns Jack to the world map.

The proceed option transports the party to the second part of the secret dungeon: Distortion Corridor.



## PRAGON LAIR CAVE HUB





\*\*\*\*\*\*\*\*

| , E         |                | 1                | 75<br>EXP<br>12,895 | 8<br>D | IP<br>461<br>AGOL<br>144 | 281<br>DROP<br>Evasion B | 225<br>erry, Drago | 286<br>on Scale | 255      |
|-------------|----------------|------------------|---------------------|--------|--------------------------|--------------------------|--------------------|-----------------|----------|
| Auto Cure * |                | Wind<br>BLZ<br>A | CON                 | A      | PAR<br>CUR               | BLD<br>PET               | A BA               | D <sub>A</sub>  | FRZ<br>A |
| (Form A)    | Elemen<br>Wind | t Range<br>Long  | Arc                 | G Pow  | Knoc<br>er Bac           | k Effect<br>Break Pa     |                    |                 |          |
| (Form A)    | Wind           | Long             | 0                   | 0.3    | 1.0 .                    | Knock Do                 | own<br>Bind        |                 |          |
| Form A)     | Wind           | Long             | 0                   | 0.6    | 1.0                      | (1.0), Laur<br>Knock Ba  | nch                |                 |          |
| orm B)      | Wind           | Long             | 10                  | 1.6    | 1.0                      | -                        |                    |                 |          |
| orm B)      | Vind           | Long             | 80                  | 0.7    | 1.5                      | 1~3 Hits                 |                    |                 |          |

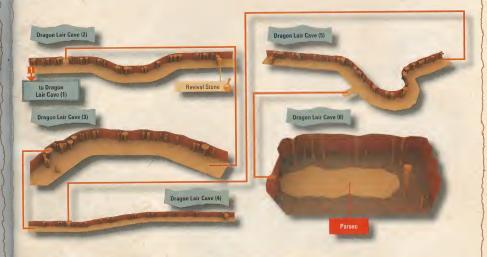
This is a two-part battle. The first half destroys the protective wind shielding that surrounds the boss. The second half causes damage to the dragon.

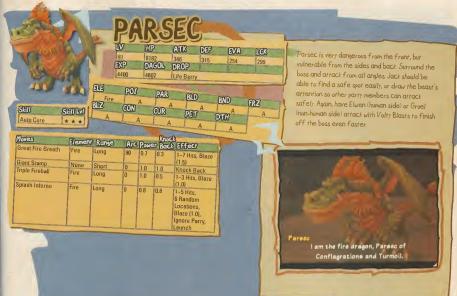
The boss floats around the edge of the area during the first part of the battle. Most of its attacks strike the area directly in front of it, except for one attact that hits the entire party simultaneously. Command the healers and mages in the party to back away from the boss while the fighters charge ahead. Most of its attacks can be Parried, so pay artention to its movement and block when possible. Saye the Volty Meter for the second half.

During the second portion of the battle, the dragon is in the center of the arena and easier to reach. Surround the boss with the flighters while the other party members flight from the fringe. Split up so the flighters are on opposite sides: one can attack while the other guards. Use a Volty Blast now while the boss is vulnerable. Have either Elwen (human side) or Gruel (non-human side) set their Volty Blasts if possible, since they're much stronger than Jack's.

Feel the sharp blades of the wind surrounding my body!

# PRAGON LAIR CAVE: FIRE PATH



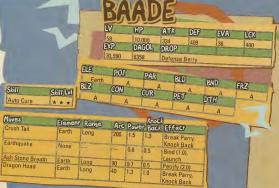


# RAGON LAIR CAVE: EARTH PATH









Stay away from the boss' front and back sides. Both ends are very dangerous due to the dragon's mouth and tail attacks. Run to its side and attack wildly until it turns to face Jack. Parry its attack and let the other party members take advantage of the opening. Resume the attack when the dragon turns again.

**Dragon Lair Cave (7)** 

This boss has a very nasty Petrify attack, which can be a group-killer if it strikes the healer. Be ready to cure the status at a moment's notice, or come equipped with a Status Cure, Stop Petrify, or Stop Afflictions Skill and share it in a Link. Use a Volty Blast as soon as the battle begins, but remember to have Elwen (human side) or Gruel (non-human side) perform the attack

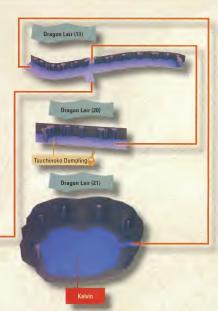


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# DRAGON LAIR CAVE: WATER PATH

Dragon Lair Cave (17): Water Path





### LCK Luck Berry, Warrior Bangle नाड BLD BND BLZ CON Skill Skill Lvl CUR PET Auto Cure Moves Arc Power Back Effect Element Range Double Fang 1~2 Hits, Break Water Breath Parry Water 90 Freeze Breath Aqua Jail Water 1~4 Hits, Ignore Parry Water Long Water Long 6 Blasts, Freeze (1.0), Knock Back

Relvin is extremely quick. It can cross the arena or turn to face an opponent in the blink of an eye. This makes it very difficult to dodge its attacks. Protect Jack from the Freeze effect at the start, or he'll be an ice cube in no time.

Split up the party so that the dragon is surrounded. Attack if from behind and attempt to Parry its attacks when it turns. Keep casters away from the boss, so they aren't hit with Freeze unnecessarily. Remember to use Elwen or Gruel's Volty Blast repeatedly during the fight. The boss has 28,000 HP, so there's a good chance for two Volty Blasts during the battle.







Radian is much rougher than it looks. Its arracks are very powerful, so watch the party's HP carefully. Equip Jack with a Stop Afflictions Skill and use the Atrack Link to surround the boss. That should keep the Link together and prevent anyone from spiring of from Radian's status artacks. Most of its attacks are against a single opponent, so everyone to its side or back are generally safe.

Keep the Link together until someone needs healing or the Volty Gauge is maxed out. Use Volty Blasts as soon as they're ready. They really help cut through the boss' high HP very quickly. Keep using Elwen or Gruel's Volty Blasts, as they're the most effective.

Once Radian is defeated, the path to Distortion Corridor opens. This is an excellent time to return to Radiata and save before moving forward.



DRAGON LATR CAVE



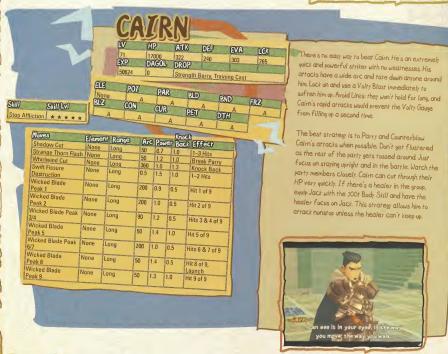
DISTORTION CORRIDOR, PART I





Distortion Corridor is maze-like in design, but far simpler than it looks at first glance. The first few screens are a simple forked path. One path is usually the correct choice, and the other sends Jack back to the start. Follow the maps carefully to reach the treasures and the first boss.





## DISTORTION CORRIDOR, PART II

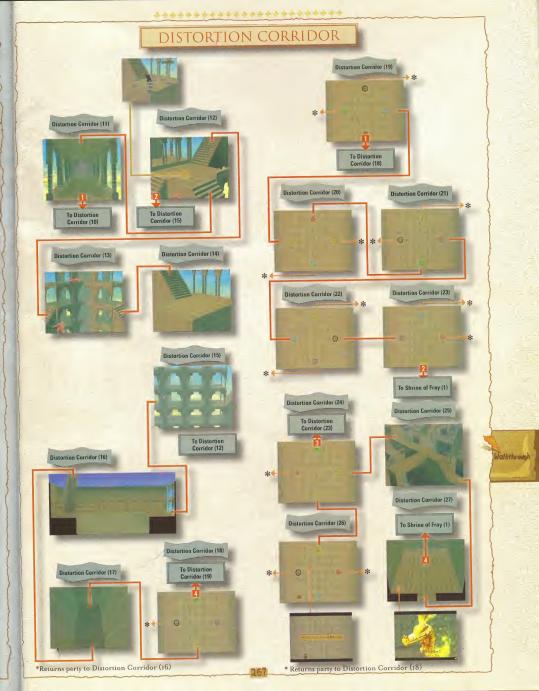
This part is much easier to navigate...at first. The simple halls lead to a pit with a mural on the wall. There are seven symbols on the wall in this order:



These symbols are a big clue for what's to come. Follow the symbols through the rooms that lie ahead. Don't worry; choosing an incorrect door merely sends Jack back to the right side of the pit, so he can study the mural again. The only



exception is at the very end. Choose the sun-like gold dragon symbol in the last room before Radian's symbol to claim the Valiant Mail.



Skill

Auto Cur

Skill

HP Steal

Moves

**Bolt Slash** 

Instant Slide

Vertical Raid

Spread Shot

Nibelung Valesti 1

Nibelung Valesti 2

Nibelung Valesti 3

Nibelung Valesti 4

Nibelung Valesti 9

Nibelung Valesti 10

Skill Lvl

Final Judgment 2

Nibelung Valesti 5~8

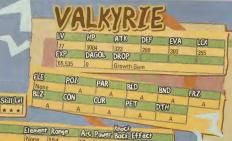
None

None Long

None

None

100



Paralyze (1.5),

Break Parry

Paralyze (1.5)

Petrify (2.0),

Volty attack hit

Curse (3.0) Volty attack hit

1 of 10 Volty attack hit

2 of 10

3 of 10 Volty attack hit

4 of 10 Volty attack hits

5~8 of 10

9 of 10 Volty attack hit 10 of 10, Knock Back

Volty attack hit

Vallyrie is a very powerful fighter with a nasty Volty Blast. Equip Jack with the Stop Afflictions Skill and start the battle with a Volty Blast. Beware when Vallyrie begins to glow. Make sure Jack's HP is maxed out, because her Volty Blast can cause roughly 2000 hit points of damage. Jack is presented with the Holy Sword of Gram after winning the battle and Vallyrie is recruited. Return home to place her in the party and save.



QUASAR

RID

Petrify (3.0)

| entreferensieren etzek den den | The same of the sa | A        | A   | L se come | A         | A DTH                            | 4 |
|--------------------------------|--|----------|-----|-----------|-----------|----------------------------------|---|
| Moves Grand Tackle             | Eleme  | nt Range | Arc | Post      | Knoc Rack | Effect                           |   |
|                                | None   | Mid      | 120 | 1.0       | 1.3       | 1~2 Hits, Break<br>Parry, Knock  | 1 |
| Accellaser<br>Vast Illusion    | None   | Long     | 0   | 2.0       | 1.3       | Back<br>1~5 Hits, Break<br>Parry |   |
| Final Judgment 1               | None<br>None   | Long     | 0   | 1.3       | 11.4      | Knock Back                       |   |

CON

EE

RLZ

Quasar is a powerful boss, but nowhere near the threat of the Ethereal Queen. Since the dragon appears after her, it shouldn't pose much of a challenge to the party. Attack the boss from behind. It uses many powerful attacks that have no arc, so its sides and back are usually safe spots. Don't shy away from using a Volty Blast. It may not be necessary, but there are plenty of monsters around to rebuild the Volty Gauge before another major battle.



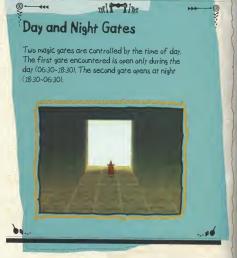
\*\*\* SHRINE OF FRAY Shrine of Fray (1) Shrine of Fear (2) To Shrine of Fray (6) To Distortion Corridor (27) Radiata Castle 4th Floor Hall (1) Herb Extract Shrine of Fear (2) Shrine of Fear (2) Shrine of Fear (2) Hidden Door Kick Here Shrine of Fray (6) To Shrine of To Shrine of Shrine of Fray (7) Fray (3) Fray (11) Shrine of Fray (11) To Shrine of Fray (6) Walkthrough Shrine of Fray (12) Shrine of Fray (8) Shrine of Fray (13) Growth Stone Shrine of Fray (9) To Shrine of Fray (16) Shrine of Fray (14) Lezard Shrine of Fray (10) Shrine of Fray (15) Paradigm \* Hidden door, kick here. Boundary Crest

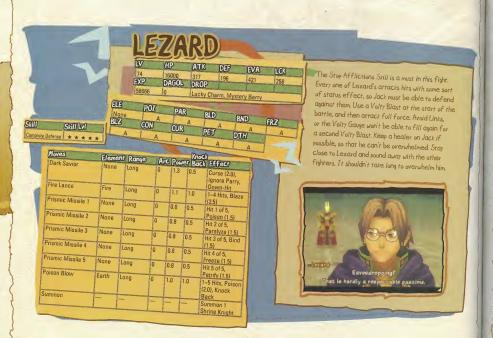
The Shrine of Fray is huge. Some doors throughout the structure are hidden from view, but appear on the maps. Watch the wall closely in these spots; a swirling magic vortex is just barely visible. Kick the wall at these points to make the doors appear.





The first boss is behind the magic gate at the end (Shrine of Fray [15]). The key to the door is the Boundary Crest, which is found in a chest on the opposite end of the map (Shrine of Fray [10]). Collect the key first.

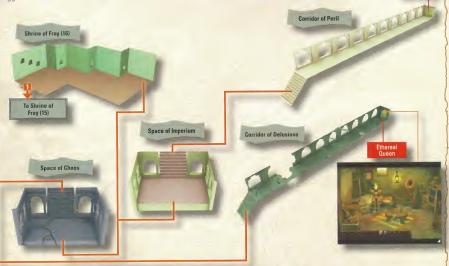




# SHRINE OF FRAY: PART II

This section is simple. Run down the hallway and face the boss at the end. These are the toughest bosses in the game, so come prepared. Have plenty of healing items on hand, and the party should be maxed out at level 99.

Gabriel Celesta



\*\*\*\*

# GABRUEL CELESTA

ATK DEF EVA NOK

| XP<br>65535 | DAGOL | DROP                 | THE OWNER OF TAXABLE PARTY. | 365  | 355           |
|-------------|-------|----------------------|-----------------------------|--|---------------|
| CECOE       |       |                      |                             |  |               |
| 00035       | 0     | Life Bangle,         | Growth Gen                  | n Gahriol Cole   | acto Bosowi   |
|             |       |                      | oronau dei                  | i, davilei cele  | este Record   |
| POI         | DAD   | CO-TA-OBLESSOR TOTAL |                             |  |               |
| 1           | FAIR  | BLD                  | F                           | MD   |               |
| CON         |       | A                    | 1                           | The same of the sa | FRZ           |
|             | POZ   | POI PAR              | POY PAR BLD                 | POL PAR BLD E  | CON A BLD BND |

| Moves                   | Elemen | nt Range | Arc | 3 Dage | Knoc | Effect                                  |
|-------------------------|--------|----------|-----|--------|------|---|
| Missile Blow            | None   | Long     | 0   | 0.9    | 1.5  | Break Parry.                            |
| Mach Punch              | None   | Long     | 0   | 0.8    | 0.5  | Knock Back<br>1~4 Hits, Break           |
| Crescent Moon<br>Glider | None   | Long     | 180 | 1.3    | 1.3  | Parry<br>Knock Back                     |
| Cyclone Drive           | None   | Long     | 0   | 2.5    | 1.5  | Break Parry,<br>Knock Back              |
| 7-10110 01110           | None   | Long     | 360 | 1.3    | 1.0  | 1~2 Hits, Break<br>Parry, Knock<br>Back |

Skill

Auto Cure

Skill Lvl

\*\*\*\*

Jack begins this barrle in a Confused stare, so start with the Status Cure Skill equipped. Switch to the 1007 Body Skill and start attacking once the Confuse status is eliminated. The boss is strong and hits hard, so pay close attention to everyone's health. A healer is almost a must, but Jack can use titems to cure everyone if necessary. If a healer is available, have him or her target Jack at the start. Save the Volty Gauge for Elwen or Gruel's Volty Blasts. They should be able to use it twice during the fight, but try to end the battle with a full Volty Gauge for the next boss.



# ETHEREAL QUEEN

| 1 0         | 99    | AP          | ATK  | DEF      | EVA  | LCK         |
|-------------|-------|-------------|------|----------|------|-------------|
|             | EXP   | DAGOL DAGOL | DROP | 182      | 405  | 480         |
|             | 65535 | 0           |      | Queen Re | cord |             |
| EE          | POI   | PAR         | HAP  |          |      |             |
| None<br>RLZ | CON   |             | A RU | ) [      | END  | FRZ         |
| A           | CON   | CUR         | PET  | A        | TH   | A           |
|             | H     | A           |      | A        | ···  | - Contienal |

| Moves  | Elem  | ent Range  | 17 | 1-2           | D.                       | R  | noCk   |
|--|-------|--|----|---------------|--------------------------|--|--|
| Critical Rod   | None  | Mind   | -  | 00            | 4.0                      | 5.0  | ack Effect                                   |
| Meteo Stream   | Fire  | Long   | 0  | -             | 1.8                      | 1.0  | Knock Back                                   |
|  | 1     |  | 1  |               |                          | 1.0  | 12 Meteors,<br>1~7 Hits Each<br>Blaze (8.0), |
| Lightning Phaser   | Wind  | Long   | 0  | -             | 0.9                      | 0.5  | Knock Back                                   |
| Stone Demolition 1   | Earth | Long   | 0  | 1             | 1.0                      | 10   | 1~10 Hits, Bin<br>(8.0)<br>Hit 1 of 4,       |
| Stone Demolition 2   | -     |  |    | Total Section |                          | 1  | Petrify (8.0).                               |
| 2 23/10/18/01/2  | Earth | Long   | 0  | 1             | .2                       | 1.0  | Break Parry<br>Hit 2 of 4,                   |
| Stone Demolition 3   | Earth | Long   | 10 | 1             | 5                        | 1.0  | Ignore Parry,<br>Launch                      |
| P. C.  |       |  | 1  | 1             | 3                        | 1.0  | Hit 3 of 4,<br>Ignore Parry,                 |
| Stone Demolition 4   | Earth | Long   | 0  | 2.0           |                          | 1.5  | Hit 4 of 4,                                  |
| Armageddon   | None  | Long   | 0  | 1.            | 1                        | The second   | Ignore Parry,<br>Launch                      |
|  |       | 9  | U  | 1.5           | Constitution of the last | .0   | Blaze (8.0),<br>Knock Back,<br>12 Random     |
| The state of the s | -     | The same of the sa |    | L.,           | 1                        | The same of the sa | Locations                                    |

Skill Lvl

| \* \* \* \* \*

Auto Cure





This lady is nasty. Her status attacks seem to ignore all protection, and she hits anazingly hard Have the healer, a near must in this battle, stay back and heal Jack continually. Unleash Elwen or Gruef S Votty Blast at the start of the battle, and use it again whenever it becomes available.

Stay back and look for opportunities to strike. One of the best chances is when she uses her gliding Lightning Phaser attack Run with her as she glides backward and strike as she comes to a stop. Expect to be hit with Bind often Use the Status Cure Still to ensure that it never lasts for long, or he may end up getting hit by one of her fiercest attacks.

Warch out for two attacks in particular the Meteo Stream and her Armageddon attack. The Meteo Stream is used from the start of battle. A fireball forms over her head and then she unleashes a circle of fireballs that explode on the ground Jack is bounced around and takes massive damage if he's caught in the circle. Get away quickly!

The game-ender is her Armageddon attack. She won't begin using it until her HP hits 22,221 or less. Use Analysis Balls to keep track of her HP, so that the party isn't caught off guard Dark energy gathers over her head as she prepares for the attack. Run as far away from her as possible. Theelve dark explosions rise up from the ground There's usually time to avaid them if they appear near Jack. Watch the ground carefully. Jack is doomed if he's caught in the explosions. They inflict terrible danage and bounce him around from one explosion to the next. Even characters with higher HP, like Elwen, can be defeared by the attack. Try to avoid it and be ready to heal those who are hurting before the boss can finish them off.

Jack's reward for winning the battle is the Tri-Emblem Skill. He's returned to his home and the Dragon Lair Cave resers. Come back anytime to earn more Dagols, or to gain levels with any character. One norable change is that Quasar, the gold dragon, takes the place of Valkyrie on later passes.

# BONUS DUNGEON BESTIARY



\*\*\*

| -          | ~~~ | Continue . | -       | -      | - cmer |                   |                   |  | 1 1              |
|------------|-----|------------|---------|--------|--------|-------------------|-------------------|--|------------------|
|            | AGO |            | DROPP   |        |        | district the same | o manufacture and |  | - destablishment |
| 2400       | 480 | aan -      | Heating | lable. | FOMER  | DADDY             | (13356)           | SECRETARIO DE LA CONTRACTORIO DE L |                  |
| Freeze Swo | rd  | Water      | Long    |        | 0.7    |                   | Freeze            | (1.0)  |                  |
| Snowstorm  |     | Water      | Long    | 0      | 0.3    | 0.5               | 1~5 Hits          | s, Free  | ze (1.5)         |



| 6240         | 510 |      | Ore A | rmor, Shr | ine of Fr | ay Rec | ord (2%)         |
|--------------|-----|------|-------|-----------|-----------|--------|------------------|
| Slice        |     | None |       | 19 40     |           |        | Break Parry      |
| Crystal Crus | sh  | None | Lor   | ng O      | 0.8       | 1.0    | Launch, 3 Spires |
| Wide Blow    |     | None | Lor   | ng 120    | 1.0       | 1.3    | Knock Back       |

| ı,  |         | T. I      | 0   | 11  |  |               |     |   |
|-----|---------|-----------|-----|-----|--|---------------|-----|---|
|     | 15-31   | Earth     |     | STR | DEF  | EVA           | LGX |   |
|     |         | 36<br>ELE |     | PAR |  | 190<br>BND    | FRZ |   |
|     | and the | None      | A   | D   | A  | D             | A   | - |
|     |         | BIZ<br>A  | CON | A   | A  | DIG           |     |   |
| EXP | DAGOLS  | DROPPED   |     |     | A CONTRACTOR OF THE PARTY OF TH | Martin Martin |     |   |

|               |      | ALCOHOL: NAME OF |     | A     |        | A       | A              | A               | В        |       |
|---------------|------|------------------|-----|-------|--------|---------|----------------|-----------------|----------|-------|
| EXP [         | AGOL | S                |     |       | DU     |         | and the second | - Louis and -   | -        |       |
| 2600<br>MOVES | 487  | en en            | Toa | dstoo | I Powd | er (3%) | PARRY          | <b>3113</b> (9) |          |       |
| Earth Grave   |      | Earth            |     | ong   |        |         | 100%           |                 |          |       |
| Huge Stone    |      | Earth            | 1   | ong   | 0      | 70%     | 100%           | 1~3 Hit         | s, Ignor | Parry |

|                   | В        | lac       | k T  | ige      | r             |            |       | -                  |
|-------------------|----------|-----------|------|----------|---------------|------------|-------|--------------------|
| 20,00             |          | DV        | - Co |          | SUR           |            | EVA   | LG3                |
| . U               | · //     | 52<br>ELE | PO   | 146<br>1 | 316<br>PAR    | 153<br>BLD | BND   | FRZ                |
| The same          |          | Non       |      | A        | A             | A          | DIG   | A                  |
| 1000              | CE 1527  | B1Z<br>A  | = CC | A        | QVR<br>A      | PEV<br>A   | C     | -                  |
| EXP DAGOL         |          | ROPPL     |      |          | in the second | 1/5        | -O/A  | Access of the last |
| 3507 330<br>GOVES | ENERO HO | RANGE     |      |          | PARRY (       | Record (5  | 0%)   |                    |
| Bite              | None     |           | 60   | 1.0      | 0.5           | Break I    | Parry |                    |
| Curse Breath      | None     | Long      | 90   | 0.6      | 0.5           | Curse (    | 1.5)  |                    |



1.0 1.0

Long 360

None

Crunch

Knock Back

|           |              | Fire                   | Cell             |     |                |                   |           |
|-----------|--------------|------------------------|------------------|-----|----------------|-------------------|-----------|
|           |              | 207                    | MP               | SUR | DEF            | EVA 190           | LCX       |
|           | 4.5          | Fire                   | 1000<br>PO7<br>A | PAR | PLD<br>A       | BND               | FRZ<br>D  |
|           |              | BIZ<br>A               | CON              | CUR | REU            | DIG               |           |
|           | AGOLS<br>360 | DROPPED<br>Cooling Tal | olet             |     | and a          |                   |           |
| Fireball  | Fire         | Long 0                 |                  | 0.5 |                | alls, Bla         | aze (1.0) |
| Explosion | Fire         | Long 0                 | 0.3              | 0.5 | 1~2 Hi<br>Down | ts, Blaze<br>-Hit | e (1.0),  |



| 3200                | AGO<br>982 |      | Celes | tial      | DUU<br>Necta | r            |              |                        |
|---------------------|------------|------|-------|-----------|--------------|--------------|--------------|------------------------|
| COVES<br>Light Cage |            | None |       | NG:<br>ng |              | POWER<br>1.0 | PARRY<br>1.0 | EFFECT.                |
| Chaos Cutte         | r          | None | Lo    | ng        | 0            | 1.0          | 1.0          | 1~3 Hits, Ignore Parry |



| 1504           | N    | <b>Aeta</b> | al T | or        | tois   | se      |                | 100  |
|----------------|------|-------------|------|-----------|--------|---------|----------------|--|
| 6              | 100  | CV.         | H    | January . | STR    | DEF     | EVA            | LCK  |
| 1              | -    | 66          |      | 77        | 77     | 577     | 377            | 277  |
| ALCO STATE     | 719  | -           | - PO | 15        | PAR    | BLD     | BND            | FRZ  |
|                |      | Nor         |      | A         | A      | A       | A              | A  |
|                |      | BLZ         |      | N         | CUR    | PET     | DIH            |  |
| and the second |      | A           |      | A         | Α      | A       | В              |  |
| XP DAGO        |      | DROPPL      |      |           |        | -       |                | designation to the last  |
| 0580 128       |      | Revival S   |      |           |        |         |                |  |
| OVES           | 000  |             | ARC  |           |        | EFFECT  | *Alonyouthouse | the state of the s |
| Bite           | None | Short       | 90   | 1.0       | 0.5    | _       |                |  |
| pin Attack     | None | Short       | 360  | 1.2       | 1.0    | 1~4 Hit | s, Knoc        | k Back   |
| scape          | -    | _           | _    | -         | Flee B | attle   |                |  |

| 1000                |        | Ogr      | e     |        |          |                  |                 | 100        |
|---------------------|--------|----------|-------|--------|----------|------------------|-----------------|------------|
|                     |        | LLY      | a     |        | STR      | DEF              | EVA             | LCK        |
| 400                 |        | EG 58    | -P    | 100    | PAR      | 335<br>BD        | BND<br>BND      | 399<br>FRZ |
| 1                   |        | Fire     | е     | В      | В        | В                | В               | B          |
| 7                   |        | BLZ<br>A | - C   | B<br>B | CUR<br>B | PEV              | DUU             |            |
| EXP DAGO            | LS     | DROPPE   | Diffi | W      |          | <u> </u>         |                 |            |
| 4800 1502<br>400VES | (3)37) | Mystery  |       |        | nasher ( |                  |                 |            |
| Slice               | None   | Long     | 50    | 1.5    | 1.0      | Break<br>Back    | Parry, K        | nock       |
| Claw Hook           | None   | Long     | 120   | 1.2    | 1.3      | Break<br>Back    | Parry, K        | nock       |
| Earth Strike        | Earth  | Long     | 0     | 1.0    | 1.0      | 1~2 Hit          | s, Knoc         | k Back     |
| Fire Breath         | Fire   | Long     | 90    | 0.6    | 0.5      | 1~3 Hit<br>Down- | s, Blaze<br>Hit | (2.0),     |





Whirlwind

STR DEF

CV AP

|                         |       |                | d Ce        | 11       | A STATE OF THE STA |            |        |
|-------------------------|-------|----------------|-------------|----------|--|------------|--------|
|                         | -     | 000            | HP          | STR      | DEF  | EVA        | LCK    |
| 10                      |       | EE.            | 1000<br>POT | PAR      | BLD  | 240<br>BND | FRZ    |
| 2.)                     |       | Wir            | d D         | GUR.     | RET  | DIM        | A      |
| EXP DAG                 | ALC . | A              | A           | A        | A  | В          |        |
| 2400 123                |       | Gold Drag      | pon Castle  | (5%)     | (7777)   |            |        |
| MOVES<br>Barrier Tornad | Wind  | RANGE<br>Short | 360 0.1     | ER PARRY |  | its, Knoc  | k Back |
| Wind Breath             | Wind  | Long           | 90 0.3      | 0.5      | 1~2 H  | its        |        |



Three rare monsters appear in limited locations throughout the world of Radiata Stories. Look for their locations marked on the maps throughout the guide. The same night and day cycle that controls other NPCs dictates their appearances.

## DAGOL TORTOISE







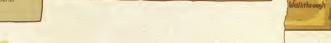
This little guy is found peeking out of the bushes in the Dorse Region. Its sparkling golden shell is just barely visible from under the cover of the local flora Give it a sulfit kick to intriate a bartle. The Dagol Tortoise, after being defeared, does not reappear until the next day that's a multiple of 15 from the game-start. This is a hidden count, so just keep checking back. There's a chance it may reappear the very next day if the count was on day 14. Though this enemy is only worth 1 Exp, it surrenders 1888 Dagols upon defeat, which is great when trying to recruit characters that require a signing bonus.

### 





The Killer Queen lives in the back end of Septem Cave, not far from the cave's back door. She's particularly difficult to locate. Every other day there's a 20% chance the Killer Queen will appear. Check back often. She never reappears once she's been defeated. Not only is she worth a ton of Exp, but she always drops a Strength Berry, Defense Berry, Evasion Berry, Luck Berry, and Life Berry. Take her seriously. She's a towah fishter and she's



always accompanied by multiple Flame Ants (???)





# Тѕисніноко

| Stats | Location                 |
|-------|--------------------------|
| ???   | Cuatour Region (1) (???) |
|       | Elf Region (3) (???)     |
|       | Nowem Region (6) (???)   |
|       | Tria Region (2) (???)    |
|       | Ocho Region (2) (???)    |
|       | Dorse Region (5) (???)   |
|       | Septem Region (3) (???)  |
|       | Pareac's Chambor (Fire   |

Mountain) (???)

The Tsuchinoko apears in one of the eight noted locations, and changes location every other day. When beaten, it doesn't appear again until the next day that's a multiple of 10 from the gamestrat. Because this is a hidden countdown, it could be the next day or a full ten days until it makes another appearance. Checking all eight locations every day is difficult. Search for the Tsuchinoko at times when sleeping doesn't affect the story. It's also good to check these locations anytime Jack passes through the area.

# WEAPONS AND EQUIPMENT

Always be on the lookout for better equipment. While Jack himself gets stronger as he levels up, a powerful weapon and sturdy armor make the greatest differences in his combat stats. Keep track of each piece's Element state, too, and switch out if necessary when going up against certain foes!

Jack learns new weapon blows as the number of kills he makes with each type rises. The strength of the enemy does not matter; even the weakest foes count one point to your total. Spend some time in a party by yourself (or with a non-attacking healer character) destroying large groups of very weak foes while-equipped with two of the appropriate Crest accessories to build up your move-list in record time!

@----

Remember that many stores do not start out with their entire potential stock. The more powerful pieces only become available for sale after certain points in the story!

ba ..

### **SWORDS**

Jack's starter weapon-type, one-handed swords strike a balance between power, speed, and reach, making them handy choices for most situations. This kind of weapon is well suited for longer combos.

SWORD ATTACKS

| Technique           | (P | Kills | Description                    | AR  | Power | Parre | Effect         |
|---------------------|----|-------|--------------------------------|-----|-------|-------|----------------|
| Right Slash         | 1  | -     | Downward slash from the right  | 90  | 0.8   | 1.0   |                |
| Left Slash          | 1  | -     | Downward slash from the left   | 90  | 0.8   | 1.0   | -              |
| Sky Splitter        | 2  | 15    | Jump & plunging strike         | 90  | 1.1   | 0.5   | -              |
| Cross Slice         | 2  | 40    | Horizontal left-to-right slice | 200 | 1.0   | 1.3   | -              |
| Cyclone<br>Thrust   | 3  | 75    | Jab to the throat              | 40  | 1.1   | 1.3   | Knock<br>Back  |
| Guillotine<br>Slash | 3  | 120   | Jumping slash to the head      | 40  | 1.3   | 1.0   | -              |
| Impact<br>Thrust    | 3  | 165   | Plunge into the gut            | 40  | 0.7   | 0.5   | Break<br>Parry |
| Upper Slash         | 4  | 210   | Upward slash                   | 90  | 1.1   | 0.6   | Launch         |
| Dance<br>Tornado    | 4  | 255   | Spinning jump slash            | 90  | 0.9   | 1.0   | -              |
| Crescent<br>Blade   | 4  | 300   | Powerful crossing slice        | 200 | 1.3   | 1.0   | -              |

SWORD VOLTY ATTACKS

| Technique       | (P | Kills | Description             | Ara | Power | Parry | Effect                           |
|-----------------|----|-------|-------------------------|-----|-------|-------|----------------------------------|
| Beast<br>Thrust | -  | -     | Powerful forward thrust | 40  | 2.0   | 10.5  | Break<br>Parry,<br>Knock<br>Back |
| Limit Break     | Ŀ  | 350   | Multiple sword strikes  | -   | Vari  | 1.0   | 9 Hits,<br>Launch                |

SWORD ATTACK LINKS

| Technique           | 2  | 2 | 3  | 47 | 8 | 3 | 7 | 8   | 9 | 20 | Valt |
|---------------------|----|---|----|----|---|---|---|-----|---|----|------|
| 1. Right Slash      | X  | A | 6. | A  | C | C | A | C   | C | A  | C    |
| 2. Left Slash       | A  | X | A  | C  | C | A | C | _A_ | В | C  | C    |
| 3. Sky Splitter     | A  | С | X  | C  | C | A | C | C   | В | С  | A    |
| 4. Cross Slice      | Α. | C | _A | X  | В | A | 0 | Α   | В | C  | A    |
| 5. Cyclone Thrust   | A  | Α | C  | Α  | X | A | Α | Α   | В | C  | A    |
| 6. Guillotine Slash | C  | В | Α  | В  | C | X | В | A   | В | В  | Α    |
| 7. Impact Thrust    | A  | A | Α  | Α  | В | Α | X | A   | В | Α  | A    |
| 8. Upper Slash      | C  | Α | C  | Α  | C | A | Α | X   | C | C  | A    |
| 9. Dance Tornado    | C  | A | C  | A  | В | C | Α | C   | X | Α  | C    |
| 10. Crescent Blade  | A  | C | A  | A  | В | A | C | A   | A | X  | C    |

### EMPTY BOTTLE

| Buy Rate<br>N/A | Sell Rate | Strenath |
|-----------------|-----------|----------|
| Liement<br>None | GP 8      | Other    |

DODOCO LOCATIONS DODOCOCO

### Maps

Path of Swords & Wisdom, Path of Insanity & Fanaticism, Path to the Beast Pit, Black Town of Night & Lust, Aiden Region 1, Dorse/Aiden Shed, Dorse Region 1, Fort Helencia Jack's Room, Dwarf Tunnel I-8 (x2),

### UMBRELLA MOMENTE MENTE M Strength Buy Rate Sell Rate 50 Dagols Other Element (P None LOCATIONS

Goblin Cemetery 10

### IRON EDGE

| Buy Rate<br>400 Dagols | Sell Rate<br>200 Dagols | Strength 8 |
|------------------------|-------------------------|------------|
| Element<br>None        | (P)                     | Other<br>- |

### example locations examples

### Shpos Triston, Survivor

### Other

Game start

| John . | Buy Rate<br>N/A | Sell Rate<br>400 Dagols | Strength 12 |
|--------|-----------------|-------------------------|-------------|
|        | None            | 6                       | Conco       |



### AIR BLADE

| Buy Rate    | Sell Rate  | Strength |
|-------------|------------|----------|
| 1000 Dagols | 500 Dagols | Other    |
| Air         | 5          | ·        |

LOCATIONS COCOCOCO

### Survivor, Triston, Dead End

AQUA BLADE

Buy Rate 1000 Dagols Sell Rate Strength 500 Dagols 16 Other (P Water 4

<u>രാടയത്യത്യത്യത്യത്യത്യത്</u>

LOCATIONS Shops

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### PHANTOM EDGE

|             |             | EXPERIENCE CONTRACTOR |
|-------------|-------------|-----------------------|
| Buy Rate    | Sell Rate   | Strength              |
| 2500 Dagols | 1250 Dagols | 32                    |
| Element     | (P          | Other                 |
| None        | 10          | Bind (1.0)            |

NORMAN LOCATIONS PROPRIETO

Dead End, Goo



### STEEL BLADE

| Buy Rate    | Sell Rate                             | Strength |
|-------------|---------------------------------------|----------|
| 4800 Dagols | 2400 Dagols                           | 41       |
| Element     | · · · · · · · · · · · · · · · · · · · | Other    |
| None        | 10                                    |          |

LOCATIONS

Survivor, Dead End

### GLORY EDGE

| Buy Rate<br>N/A | Sell Rate<br>3100 Dagols | Strength 47             |
|-----------------|--------------------------|-------------------------|
| Element Air     |                          | Other<br>Paralyze (1.0) |

CACACIONS CACACIONS

Battle



### EVIL BLADE

| Buy Rate<br>8000 Dagols | Sell Rate<br>4000 Dagols | Strength 53 |
|-------------------------|--------------------------|-------------|
| Element                 | P                        | Other       |
| None                    | 11                       | Curse (1.0) |

LOCATIONS

Shees Survivor, Fort Helencia (Vladimir)

Complete all Treeman sword tests

Weapons # Equipment

### FLAME BLADE

|   | Buy Rate<br>11600 Dagois | Sell Rate<br>5800 Dagols | Strength 56          |
|---|--------------------------|--------------------------|----------------------|
|   | Element<br>Fire          | 6                        | Other<br>Blaze (1.0) |
| Ñ | LI BILLION               | OCATIONS                 | മെയെയെയെ             |

| rı |    |   |    | 15 |
|----|----|---|----|----|
| П  |    | 1 |    | 6  |
|    | de |   | F  | L  |
| 1  |    |   | 1  | E  |
|    |    |   | -6 | 4  |

### TORM BRINGER

| Buy Rate     | Sell Rate    | Strength       |
|--------------|--------------|----------------|
| 56000 Dagols | 28000 Dagols | 104            |
| Element      | (P           | Other          |
| Air          | 11           | Paralyze (1.0) |

LOCATIONS

Shops

Fort Helencia (Vladimir)



### INN

| Ī | Buy Rate       | Sell Rate | Strength 62             |
|---|----------------|-----------|-------------------------|
|   | Element<br>Air | (P)       | Other<br>Paralyze (1.0) |

LOCATIONS

Wind Valley 1



### ARBITRATOR

Buy Rate Sell Rate Strength N/A 119 Elemen P Other None

LOCATIONS

Other

Gift from Gawain



### BASILISKTOS

Sell Rate Strength 9000 Dagols 18000 Dagois Element None Petrify (1.0) 8

LOCATIONS

Dead End, Shangri-La (Goo)



### HOLY SWORD GRAM

Buy Rate Sell Rate Strength 50 Dagols 170 Other Element (P Paralyze (1.0) None

LOCATIONS

Valkyrie joins your party



### HATRED EDGE

Buy Rate Sell Rate Strength N/A Element 50 Dagols None Confuse (1.0)

LOCATIONS

Battle Archdemon



Котетяция стаста ста

| ı | 51000 Dagols | 25500 Dagols | 100         | -     |
|---|--------------|--------------|-------------|-------|
|   | Element.     | (P           | Other       | nojo: |
| l | None         | 9            | Blind (1.0) |       |

LOCATIONS COCOCOCO

Dead End, Shangri La (Goo)

### GREAT SWORDS

Heavier than the one-handed swords, great swords require two hands to swing. They also sacrifice some speed in exchange for more power. This slowness can leave Jack a bit more vulnerable in the middle of combos.

### GREAT SWORD ATTACKS

| Technique           | P | Kills | Description                    | Arg P | ower | Parry | Effect         |
|---------------------|---|-------|--------------------------------|-------|------|-------|----------------|
| Crescent<br>Slice   | 1 |       | Downward slash from the right  | 90    | 0.7  | 1.0   | -              |
| Lunge               | 1 |       | Forward thrust                 | 40    | 0.9  | 1.3   | -              |
| Downward<br>Thrust  | 2 | 10    | Downward thrust                | 40    | 0.5  | 0.5   | 2 Hits         |
| Reverse<br>Blade    | 2 | 30    | Upward slice from the left     | 120   | 1.0  | 1.0   | -              |
| Right Plow          | 3 | 60    | Sweeping attack from the right | 200   | 0.8  | 1.3   |                |
| Upward Slash        | 3 | 100   | Upward slash                   | 40    | 0.9  | 0.5   | Launch         |
| Cyclone Plow        | 3 | 140   | Blow from the left             | 200   | 0.9  | 1.3   |                |
| Balance<br>Thrust 1 | 4 | 180   | Forward thrust<br>leading into | 40    | 0.7  | 0.5   | Break<br>Parry |
| Balance<br>Thrust 2 | - |       | an upward strike               | 40    | 1.0  | 0.6   | Launch         |
| Spinning<br>Slash   | 4 | 220   | Full-circle spin attack        | 360   | 0.9  | 1.3   |                |
| Shadow<br>Buster    | 4 | 260   | Low slash                      | 200   | 0.9  | 1.0   | Knock<br>Back  |

### GREAT SWORD VOLTY ATTACKS

| Technique          | CP | Kills | Description            | Arc | Power | Parry | Effect        |
|--------------------|----|-------|------------------------|-----|-------|-------|---------------|
| Extension<br>Aura  |    |       | Aura blast             | 40  | 1.0   | 0.5   | 6 Hits        |
| Army of<br>Shadows |    | 310   | Strike from all angles |     | 0.4   | 1.0   | Knock<br>Back |

| CREAT SWOK         | <b>7</b> 1 2 | 3000 | ATT | SAN IN | LIVE |   |    |   |    |    | The same of |
|--------------------|--------------|------|-----|--------|------|---|----|---|----|----|-------------|
| Technique          | 3            | 2    | 3   | 47     | 3    | 6 | 7  | 8 | 9  | 20 | Valty       |
| 1. Crescent Slice  | X            | A    | C   | A-     | C    | C | C  | Α | C  | A  | C           |
| 2. Lunge           | Α            | X    | .A. | A      | Α.   | A | A  | A | Α. | A  | Α_          |
| 3. Downward Thrust | C            | A    | X   | C      | _A_  | A | C  | C | _A | C  | A           |
| 4. Reverse Blade   | A            | A    | A   | X      | Α    | A | A  | C | A  | C  | A           |
| 5. Right Plow      | C            | A    | C   | A      | X    | C | C  | A | C  | A. | C           |
| 6. Upward Slash    | Α            | Α    | Α   | Α      | С    | X | Α  | Α | С  | A  | C           |
| 7. Cyclone Plow    | Α            | В    | Α   | В      | Α    | Α | X  | C | Α  | В  | A           |
| 8. Balance Thrust  | Α            | Α    | Α   | Α      | C    | C | A  | X | C  | A  | C           |
| 9. Spinning Slash  | C            | Α    | C   | Α      | C    | C | C  | Α | X  | Α  | C           |
| 10. Shadow Buster  | Α            | C    | A_  | C      | A    | A | _A | C | A  | X  | A           |



|        | Buy Rate<br>500 Dagols<br>Element<br>None | Sel/Rate<br>250 Dagols<br>GP<br>4 | Strength<br>11<br>Other |
|--------|---|-----------------------------------|-------------------------|
| evaeve | Dealer I                                  | OCATIONS                          | මක්මක්මක්මක්            |

KNIGHT SARER

|  | Buy Rate | Sell Rate  | Strength |
|--|----------|------------|----------|
| 7  | N/A      | 400 Dagols | 17       |
| The state of the s | Element  | (P         | Other    |
|  | None     | 5          | -        |

LOCATIONS COCOCO

Path of the Spider II 6

Battle

Female Knight C, Male Knight C

HEAT SABER

| 1 | Buy Rate    | Sell Rate  | Strength |
|---|-------------|------------|----------|
|   | 1800 Dagols | 900 Dagols | 26       |
| Ì | Element     | (P         | Other    |
|   | Fire        | 4          |          |

LOCATIONS

Survivor, Verontier

ENOM SWORD

Buy Rate
3200 Dagols 1600 Dagols Element (P Poison (1.0)

COCO LOCATIONS

STEEL SABER

Sell Rate

Buy Rate 5600 Dagols 2800 Dagols Element None

LOCATIONS

Survivor, Verontier, Shangri La (Goo)

Weapons & Equipment





CATIONS LOCATIONS

RUNE SABER Buy Rate 11800 Dagols Sell Rate 5900 Dagols None 8 Petrify (1.0)

Survivor, Shangri La (Goo), Fort Helencia (Vladimir)

Battle\_



### GRAND SABER

| Buy Rate     | Sell Rate   | Strength |
|--------------|-------------|----------|
| 17200 Dagols | 8600 Dagols | 62       |
| Element      | (P          | Other    |
| Earth        | 7           | -        |

NOVICE LOCATIONS NOVICE OF LOCATIONS

Shops

Other

Complete all Treeman Great Sword tests



### EFREET

|             | Buy Rate        | Sell Rate 50 Dagols | Strength             |
|-------------|-----------------|---------------------|----------------------|
|             | Element<br>Fire | (P)                 | Other<br>Blaze (1.0) |
| a so the so | Devoer I        | LOCATIONS           | ଜରଭରଭାବର             |

Maps

Fire Mountain



### RISENOSAFUNE

| Buy Rate     | Sell Rate    | Strength    |
|--------------|--------------|-------------|
| 25400 Dagois | 12700 Dagols | 74          |
| Element      | P            | Other       |
| None         | 10           | Blind (1.0) |

CONTROL LOCATIONS COCOCOCO Shops



### FAKE GRAM

| TAKEGR                   | A CO DE COMPOSITOR DE COMPOSIT | <u>യമലപ്പെടെ അവയാ</u>   |
|--------------------------|--|-------------------------|
| Buy Rare<br>33000 Dagols | Sell Rate<br>16500 Dagols  | Strength 80             |
| Element<br>Wind          | 9  | Other<br>Paralyze (1.0) |

NGRICOR LOCATIONS REPORTED AND

Shops



### BLAZE SABER

| Buy Rate     | Sell Rate     | Strength    |
|--------------|---------------|-------------|
| 46000 Dagols | 23000 Dagols  | 86          |
|              | 20000 Dagois  |             |
| Element      | القام المالية | Other       |
| Fire         | 9             | Blaze (1.0) |

explanations expended to

Fort Helencia (Vladimir)



### BIND SABER

| Buy Rate     | Sell Rate | Strength            |
|--------------|-----------|---------------------|
|              | 50 Dagols | 112                 |
| Element None | <b>@</b>  | Other<br>Bind (1.0) |

VICE LOCATIONS CALCADOR

Battle Shrine Knight



### FALVERN

|   | Buy Rate        | Sell Rate | Strength     |
|---|-----------------|-----------|--------------|
| ı | Buy Rate<br>N/A | 50 Dagols | 127          |
|   | Element         | P         | Other        |
|   | Mono            | 10        | Instant Vill |

NT PROPERTY OF THE PROPERTY OF LOCATIONS COCOCOCO

Maps

City of White Nights



### MURAMASA

| Buy Rate | Sell Rate | Strength    |
|----------|-----------|-------------|
| None     | 50 Dagols | 174         |
| Element  |           | Other       |
| None     | 11        | Blind (1.2) |

PROPERTY LOCATIONS PROPERTY

Battle

Holy Quetzal

What axes lack in reach and speed, they make up for in raw power. Unlike most weapons, you want to keep your axe combos short, since the slower swings give your opponents more opportunity to attack should they survive the onslaught. Being able to guard or dodge quickly is key.

| AXE ATTA         | <b>ICK</b> |       |                               |      |      |       |               |
|------------------|------------|-------|-------------------------------|------|------|-------|---------------|
| Technique        | CP         | Kills | Description                   | Arc. | ower | Parry | Effect        |
| Skull Bash       | 1          | -     | Downward swing                | 40   | 0.8  | 1.0   |               |
| Half Slash       | 1          | 1     | Horizontal half-swing left    | 90   | 0.7  | 1.0   |               |
| Triple Slice     | 2          | 10    | Three hits in a single blow   | 90   | 1.1  | 1.3   | •             |
| Charge<br>Blow   | 2          | 30    | Powerful downward swing       | 40   | 1.2  | 1.3   |               |
| Upward<br>Slash  | 3          | 60    | Low power but launches foe    | 90   | 0.7  | 0.7   | Launch        |
| Earthshake       | 3          | 100   | Leap and land with sonic wave | 40   | 1.0  | 1.3   | 2 Hits        |
| Top Break        | 3          | 140   | Thrust with axe-tip           | 40   | 0.8  | 0.5   | Break Parry   |
| Low Strike       | 4          | 180   | Sweep at enemy's feet         | 200  | 0.9  | 0.5   | Knock<br>Down |
| Aerial<br>Strike | 4          | 220   | Strike using jump<br>momentum | 40   | 1.3  | 0.7   | Launch        |
| Hammer<br>Throw  | 4          | 260   | Swing axe in a circle         | 360  | 1.0  | 1.3   | 2 Hits        |

| AXE VOI         | TY | ATT   | ACKS                   |     |       |      |                                  |
|-----------------|----|-------|------------------------|-----|-------|------|----------------------------------|
| Technique       | CP | Kills | Description            | Ars | Power | Back | Effect                           |
| Aerial Spin     | T  | -     | Spinning slice & sonic | 40  | 1.1   |      | 4 Hits, Wave Hits<br>360 Degrees |
| Radial<br>Smash | 1  | 310   | Throw axe into the air |     | 400%  | 1.3  | Knock Back                       |

|   | AXE TECHNI          | QUI | LIN | IKS |          |   |   |     |   |   |      |      |
|---|---------------------|-----|-----|-----|----------|---|---|-----|---|---|------|------|
|   | Technique           | 1   | 2   | 3   | <i>L</i> | 5 | 3 | - 7 | 8 | 9 | - 50 | Volt |
| I | 1. Skull Bash       | Х   | Ā   | Α   | Α        | С | В | Α   | С | С | С    | Α    |
| ı | 2. Half Slash       | Α   | Х   | С   | Α        | С | Α | Α   | С | С | С    | Α    |
| ı | 3. Triple Slice     | Α   | С   | Х   | Α        | С | В | Α   | С | С | С    | С    |
|   | 4. Charge Blow      | Α   | С   | С   | Х        | С | В | Α   | S | С | С    | Α    |
|   | 5. Upward Slash     | Α   | Α   | С   | Α        | Х | В | С   | С | С | С    | С    |
|   | 6. Earthshake       | Α   | С   | С   | Α        | С | Х | С   | С | С | С    | Α    |
| ı | 7. Top Break        | Α   | С   | С   | Α        | С | В | Х   | С | С | С    | Α    |
|   | 8. Low Strike       | Α   | Α   | Α   | Α        | С | В | Α   | Х | С | С    | Α    |
| ı | 9. Aerial Strike    | Α   | С   | С   | Α        | С | В | Α   | С | Х | С    | С    |
|   | 10. Hammer<br>Throw | Α   | Α   | Α   | Α        | С | В | Α   | Α | С | Х    | Α    |



Shops

\*\*\*\*

# KNIGHT AXE ExpRare ExpRare Sell N/A

BryRate Sell Rate Strength
NA 500 Dagols 24
Element GP Other

CARRIERO LOCATIONS CARRIERO

Battle

Round Knight E & F



### EARTH CHOPPER

COCOCOO LOCATIONS COCOCOCO

Shops

Survivor, Verontier

# AQUA CHOPPER ExpRare Sell Rare Strength 4400 Dagols 2200 Dagols 42 Beneart GP Other 6 CACANO COLON LOCATIONS

Shops Verontier, Shangri La (Goo)



### STEELAXE

experience Locations experience

Survivior, Verontier

Sun

Weapons (
Equipment



GLORYAXE

Sell Rate Buy Rate 5000 Dagols Element P Other Fire Blaze (1.0)

LOCATIONS

Fort Helencia Anteroom



| <b>LCICLE AX</b>   | E<br>Temporement   | <br>                  |
|--|--|-----------------------|
| Buy Rate<br>14000 Dagols   | Sell Rate<br>7000 Dagols   | Strength 71           |
| lement<br>Water  | 8  | Other<br>Freeze (1.0) |
| The second of th | - Landingson and the same of t | Preeze (1             |

Survivor, Fort Helencia (Vladimir)

Other

Complete all Treeman Axe tests



### SPARK CHOPPER

Buy Rate 21000 Dagols Sell Rate 10500 Dagols Element (P) Other 8

LOCATIONS

Shops

Verontier, Shangri-La (Goo)



### ROCKAXE

wy Rate Sell Rate 25000 Dagols 12500 Dagols 82 P Element Other Poison (1.0) Earth

LOCATIONS

Shops Verontier

Maps

Borgandiazo 2



## Венемотн

| ı | Buy Rate<br>N/A | Sell Rate<br>50 Dagols | Strength 92  |
|---|-----------------|------------------------|--------------|
|   | Element         | (P)                    | Other        |
|   | Earth           | 11                     | Poison (1.0) |

NOCATIONS COCATIONS

Battle Earth Cell (boss) GRAND SMASHER

Sell Rate 12500 Dagols Buy Rate 68000 Dagols Strength 117 Element Other (P Earth Poison (1.0) 9 LOCATIONS

Fort Helencia (Vladimir)

None



### FALL SMASHER

Buy Rate Sell Rate 50 Dagols Element (P Other

Curse (1.0)

10 ଭ୍ରତ୍ର LOCATIONS

Battle Ogre

| J |         |   |
|---|---------|---|
|   | 10 May  | 1 |
|   |         | 6 |
|   | RP 11   | 2 |
|   |         | ı |
|   |         | П |
|   | 1 Rough |   |
|   |         |   |

### ANCIENT AXE

Buy Rate Sell Rate Strength 185 50 Dagols Other None Petrify (1.0)

LOCATIONS

Maps

Dragon Lair Cave 14

### SPEARS

Wild Spin

340

Spear weapons typically don't pack the punch of other types, but they do offer a much longer reach, keeping your opponents further back and reducing the chances of them hitting you.

| No.   | SPEAR ATTA          | CKS       |       | and the same of th |       |     |      | and the same of |
|-------|---------------------|-----------|-------|--|-------|-----|------|-----------------|
| le la | Technique           | <b>GP</b> | Kills | Description  | Arc P | wer | arry | Effect          |
| 1     | Quick Thrust        | 1         | -     | Quick forward thrust   | 40    | 0.7 | 1.0  |                 |
|       | Shaft Strike        | 1         | -     | Quick thrust w/ spear<br>shaft   | 90    | 0.8 | 1.0  |                 |
|       | Middle Slash        | 2         | 20    | Downward cross<br>slash from left  | 90    | 0.8 | 1.0  | -               |
|       | Horizontal<br>Slice | 2         | 50    | Long-range forward<br>sweep  | 200   | 0.8 | 1.3  | -               |
|       | Charge Thrust       | 3         | 90    | Powerful forward thrust  | 40    | 1.0 | 1.3  | -               |
|       | Combo Attack<br>#1  | 3         | 140   | Forward thrust then  | 40    | 0.7 | 1.0  | -               |
|       | Combo Attack<br>#2  | -         | -     | throw enemy  | 40    | 1.0 | 0.6  | Launch          |
|       | Spin Strike         | 3         | 190   | Spin spear to downward strike  | 40    | 1.2 | 1.0  | Break<br>Parry  |
|       | Twist Strike        | 4         | 240   | Half turn to forward<br>sweep  | 200   | 0.9 | 1.3  |                 |
|       | Knockdown           | 4         | 290   | Sweep at enemy's feet  | 200   | 1.2 | 1.0  | Knock<br>Back   |
|       |                     |           |       |  |       |     |      |                 |

| The Contract       |   |     | TACKS<br>Description   | 0-0 | D-0  | 0-0 | Effect                 |
|--------------------|---|-----|------------------------|-----|------|-----|------------------------|
|                    | U |     |                        |     | rowe |     |                        |
| Shotgun<br>#1~7    | 1 |     | Multi-thrust attack    | 40  | 1.0  | 1.3 | 7 Hits                 |
| Shotaun #8         |   | -   | Final Shotgun strike   | 40  | 0.6  | 0.5 | Knock Back             |
| Thousand<br>Spears |   | 390 | Spears rise from earth |     | Vari | 1.0 | 10 Hits, Knock<br>Back |

Full circle sweep

360 1.0 1.3

| I | SPEAR TECHN            | IIQI | JE L | INK | S  | 42.00 |   | and a |   |   |    | and the same of | 1            |
|---|------------------------|------|------|-----|----|-------|---|-------|---|---|----|-----------------|--------------|
| 9 | Technique              | 8    | 2    | 3   | -D | 3     | 6 | 7     | 8 | 9 | 20 | Volty           | Total Street |
| ı | 1. Quick Thrust        | Х    | Α    | Α   | Ä  | Α     | Α | Α     | Α | Α | Α  | Α               | ,            |
| ١ | 2. Shaft Strike        | С    | Х    | Α   | С  | С     | С | С     | Α | С | Α  | Α               |              |
| ۱ | 3. Middle Slash        | Α    | Α    | Х   | Α  | Α     | Α | В     | С | Α | С  | Α               |              |
| ĺ | 4. Horizontal<br>Slice | С    | С    | С   | Х  | С     | С | C     | Α | С | Α  | С               |              |
| ı | 5. Charge Thrust       | С    | C    | Α   | С  | Х     | С | С     | Α | С | Α  | С               |              |
| ı | 6. Combo Attack        | Α    | Α    | Α   | Α  | Α     | Х | В     | Α | Α | Α  | Α               |              |
| 1 | 7. Spin Strike         | Α    | Α    | С   | Α  | Α     | Α | Х     | С | Α | С  | Α               |              |
| ١ | 8. Twist Strike        | Α    | Α    | С   | Α  | Α     | Α | В     | Х | Α | С  | Α               |              |
|   | 9. Knockdown           | Α    | Α    | Α   | Α  | Α     | Α | В     | Α | Х | Α  | Α               |              |
|   | 10. Wild Spin          | Α    | Α    | С   | Α  | Α     | Α | В     | С | Α | Х  | Α               |              |



MOMONICO LOCATIONS MOMENTAN

Shops Shangri La (Goo)

Other

Tria Region 4

Iron spear

Buy Rate Sell Rate Strength S 0 Dagols 150 Dagols S 5 Clerent P Other

PARTIONS PARTIES LOCATIONS PARTIES

Survivor

KNIGHT SPEAR

CONTROL LOCATIONS CONTROL

Shangri La (Goo)



### TOADSTOOL LANCE

XTEXTEXT LOCATIONS EXTEXTEXTEXT

Battle

Goo joins your party

### WATER PIKE

COCATIONS COCATIONS

Survivor, Dead End

Su

Weapons ( Equipment



### AQUA SPEAR

Elops LOCATION

LOCATIONS COCOCOCO

Dead End

Elf Region 3



### BRIONAC

CARRIED LOCATIONS EXTENDED

Shops

Dead End, Survivor, Fort Helencia (Vladimir)



### STEEL PIKE

BryRate Sell/Rate Strength
7200 Dagols 3600 Dagols 38
Element GP
None 8

CONTROL COCATIONS CACADAGE

Survivor, Shangri-La (Goo)



### LEVIATHAN

Englate Sulfate Strength
NA 50 Degols 43
Eleant (EP Other
Water 12 Freeze (1.0)

Egittle Trap Tako

Z

### MEDUSA SPEAR

Shops Dead End

Other

Complete all Treeman Spear tests



### GRAND PIKE

| Birg Rate | Self Rate | Strength | 12800 Dagots | 6400 Dagots | 55 |
| Birgearty | CP | Other | Earth | 10 | Poison (1.0) |

exactions exactions

Shops

Dead End, Shangri La (Goo)



### CURSE LANCE

XTEXTER LOCATIONS COLORER

Shops Dead End



### DEEP LANCE

Paraman locations examples

Shops Fort He

Fort Helencia (Vladimir)

Other

Give Shirry Ore to Dyvad



### BINDING SPEAR

<u>യത്യത്യത്യത്യത്യത്</u>

NTUTUTE LOCATIONS EXTENSIONS

Battle

Therosaurus



### PARADIGM

| Ray | Rate | Strength | Strengt

CACATIONS CACATIONS

Shrine of Fray 14

### ARMOR

Goblin Cemetery 10

Armor is what keeps Jack alive. The stronger the Armor, the less damage Jack takes when hit by enemy attacks. Remember that each piece of Armor's Element dictates how much damage Jack takes from other Element-based attacks. If an Armor has a resistance to an affliction, it is rated C-A, with A being total resistance, C mild resistance.

# RECRUITMENT SUIT Englande SellRatio NA NA Dalense Blement None Auto-restore HP LOCATIONS

Ber Ratio Scill Ratio NA NA Defences Elements None LOCATIONS

| A CONTRACTOR OF THE PARTY OF TH | I ICALIA                   | L 3 W LANDOW                | a State of the sta |
|--|----------------------------|-----------------------------|--|
|  | Buy Rate<br>N/A<br>Defense | Sell Rate<br>N/A<br>Element | Other  |
| - Alexand  | 9                          | None                        | Resist Curse (B)   |
| Sea.   | 4000                       | LOCATIONS                   |  |

| Buy Rate<br>1500 Dagois | SellRare   |       |     |
|-------------------------|------------|-------|-----|
| Defense.                | 750 Dagols | Offer | 100 |
| 13                      | None       | Cuisi |     |

|        | Buy Rate<br>2500 Dagols | Sell Rate |                   |
|--------|-------------------------|-----------|-------------------|
| ALC: N | Defense                 | Element   | Other             |
|        | 17                      | Water     | Resist Freeze (B) |

# IRON BREASTPLATE BuyRers 4800 Dagois Defense 13 Ciffer None LOCATIONS Stops Dead End, Verontier

|    |                | SUIT<br>Sell/Rare |                 |             |
|----|----------------|-------------------|-----------------|-------------|
|    | N/A<br>Defense | 50 Dagols         | Other           |             |
|    | 23             | None              | Resist all affl | ictions (A) |
| 31 | E101 1         | LOCATIONS         |                 |             |

| 31          | WIND (        | Sell Rate                  | exaexaexaexaexa<br>          |
|-------------|---------------|----------------------------|------------------------------|
| $(\Lambda)$ | Defense<br>29 | 3900 Dagols  Element  Wind | Other<br>Resist Paralyze (A) |
| Shops       | i i i L       | OCATIONS                   |                              |







Weapons ( Equipment









| Buy Rate | Sell Rate            |                                     |
|----------|----------------------|-------------------------------------|
| N/A      | 50 Dagols            |                                     |
| Defense  |                      | Other<br>Resist all afflictions (B) |
|          | N/A<br>Defense<br>71 |                                     |

Complete "The Real Ultimate Battle" job













### ACCESSORIES

Jack can equip up to two Accessories, which allow you to further tweak his abilities. Keep a good, well-rounded stock of Accessories to boost your stats wherever they may be needed for the adventure ahead.



### Power BANGLE

| Buy Rate Sell Rate 500 Dagols 250 Dagols | Strength +2 |
|--|-------------|
|--|-------------|

COCATIONS COCATIONS

Shops OK Hand

Battle

Gareth, Jarvis



### WARRIOR BANGLE

| y Rate | Sell Rate   | Effect       |
|--------|-------------|--------------|
| /A     | 1200 Dagols | Strength +10 |

exactions exacts exacts

Ocps
Dragon Lair Cave 10

Eartile Kelvin



### PROTECT SHELL

| uy Rate    | Sell Rate  | Effect     |
|------------|------------|------------|
| 500 Dagols | 250 Dagols | Defense +2 |

CACATIONS CACATIONS

Stops OK Hand



### MONKBANGLE

|   | Committee of the last of the l | THE RELATIONS | wa w |
|---|--|---------------|--|
| ľ | Buy Rate   | Sell Rate     | Effect                                   |
| r | N/A  | 1200 Dagols   | Defense +10                              |

exactions exactions

City of White Nights



### SKILL UPPER

| uy Rate    | Sell Rate  | Effect     |
|------------|------------|------------|
| 100 Dagols | 200 Dagols | Evasion +2 |

EXTENDED LOCATIONS EXTENDED

OK Hand, Gabe

Cities Game Start



BuyRate Self Rate Effect
N/A 950 Dagols Evasion +10

NO PROPERTY LOCATIONS PROPERTY OF

Maps



### LUCK BRACELET

| Buy Rate   | Sell Rate  | CCC     |
|------------|------------|---------|
|            | CENTRO -   | Effect  |
| 400 Dagols | 200 Dagols | Luck +5 |

CARRIED LOCATIONS CARRIED

Shops

OK Hand, Gabe

Dwarf Tunnel I-6

Battle Anastasia

Offer Game Start

### LUCKY CHARM

|          |            | exacas exacas exacts |
|----------|------------|----------------------|
| Buy Rate | Sell Rate  | Effect               |
| N/A      | 950 Dagols | Luck +15             |

COCATIONS CAUCACIONS

Algendars Castle 6

Battle Lezard



### Toughness Bangle

| uy Rate    | Sell Rate  | Effect     |
|------------|------------|------------|
| 500 Dagols | 750 Dagols | Max HP +10 |

Weapons /

Equipment

CONTROL LOCATIONS CONTROL

Shops OK Hand



### LIFE BANGLE

|                 | AND BURE BURE BURE       | I COMPANDA COMPANDA |
|-----------------|--------------------------|---------------------|
| Buy Rate<br>N/A | Sell Rate<br>3700 Dagols | Max HP +500         |

COCATIONS COCATIONS

Battle Gabriel Celesta

·

ACCESSORIES



EAGLE CREST

Sell Rate Effect Buy Rate 800 Dagols 400 Dagols +1 kill for every Sword ki

desdessions locations experiences

DwarFun, San Patty Maps

Theater Vancoor Treasury



#### LION CREST

| a |                        |            | NA DA BARA BARA BARA                  |
|---|------------------------|------------|---------------------------------------|
|   | Buy Rate<br>800 Dagols | 400 Dagole | +1 kill for every Great<br>Sword kill |

DESTRUCTIONS DESTRUCTIONS

San Patty, Faid



#### ELEPHANT CREST

|   | in a contra   | CONTRACTOR OF THE PROPERTY OF | I CHA |
|---|---|---|---|
| 1 | Buy Rate<br>800 Dagols  | Sell/Rate<br>400 Dagols   | +1 kill for every Axe kill                |
|   | Variation and the same and the |   |   |

VILVIOUS LOCATIONS CARCARDA

Shops San Patty



#### SERPENT CREST

| O LIVILLINI            | <u>अवस्थान विश्व किल्ल</u> | a de la participa de la partic |
|------------------------|----------------------------|--|
| Buy Rate<br>800 Dagols | Sell/Rate<br>400 Dagols    | +1 kill for every Spear kill   |

CARRIAGE LOCATIONS CARRIAGES

Shops



## FEATHER EARRING

| Buy Rate | SellRate    | Effect .                |
|----------|-------------|-------------------------|
| N/A      | 1300 Dagols | Increase speed in the f |

CALABORA LOCATIONS DEPOSITOR

Maps Path of the Spider I 19



## DIVINE EARRING

| Buy Rate    | Sell Rate   | Effect                           |
|-------------|-------------|----------------------------------|
| 6000 Dagols | 3000 Dagols | Prevents confusion from ambushes |

ederovaed locations experience

San Patty, Fort Helencia (Keane)



#### SAINT'S TROPHY

| A CONTRACTOR OF THE PARTY OF TH |                          | STOCKO CHO CHO CHO CHO            |
|--|--------------------------|-----------------------------------|
| Buy Rate<br>2400 Dagols  | Sell Rate<br>1200 Dagols | Cure all afflictions after battle |

DESCRIPTIONS LOCATIONS EXTENDED

Fort Helencia (Keane)

Other Gift from Zane for recruiting the orcs



#### PILITO'S TROPHY

| 4 % | Buy Rate     | Sell Rate    | Effect                            |
|-----|--------------|--------------|-----------------------------------|
|     | 20000 Dagols | 10000 Dagols | Earn 20% more Dagois<br>in battle |

VODITIONS PROPRIES

Shops

San Patty, Fort Helencia (Keane)



## BECKONING CAT

Buy Rate 800 Dagols Sell Rate Effect) 10000 Dagols +50% to Item acquisition odd

PROPRIETO LOCATIONS PROPRIETO

Shops Levante, Fort Helencia (Keane)



# Power stone

Sell Rate Effect 1500 Dagols Restore HP while walki

CONTROL LOCATIONS COCOCOO

Other

Complete Algandars Castle mission



## TRAINING CAST

Sell Rate Buy Rate Effect Gain 25% more EXP from battles 50000 Dagols 25000 Dagols

LOCATIONS EXTENTIONS

Shops

Waldo, Helencia (Keane)

Battle



# ITEMS

'Be prepared" should be your motto. A large supply of items can brace you for any eventuality.



While the use of items while walking in the field is instantaneous, this is not the case in battle. In this situation, Jack tosses the item into the air where it must travel to its target, not taking effect until it connects. This delay can be deadly, so be on your toes!

#### RECOVERY ITEMS

Always keep a healthy stock of HP-recovering items handy. Being quick on the recovery can keep your party going a long, long time. Also, use these items to restore HP rather than sleeping to make the most of every hour of the day.



Radiata Castle, Louis, DwarFun, Marsha, Blade, Belmont, Eisenhower, Black Rose, Levante, Mint,

#### Maps

Radiata Castle Trainee's Room 1, Castle Storeroom 1, Castle Guards' Room 1, Castle Infirmary, Castle Study, Jasne's Room, Blade Pharmacy, Eisenhower Pharmacy, Levante General Store, Beast Pit 8, Theater Vancoor Interview Room, Hecton Squad Locker Room, Theater Vancoor 4F, Vareth Library, Olacion Universal Tree Hallway, Dova 3, Elf Region 1, Tria 4, Tria Village 2, Ocho 1, Gehrmann's Place. City of Flowers Meeting Area, Dwarf Tunnel I-3 (x2)

#### Battle

Adele, Aegenhart, Aldo, Albert, Alvin, Bligh, Bran, Brockle, Charlie, Christoph, Claudia, Clive, Cornelia/Rachel, Cosmo, David, Dennis, Derek, Dimitri, Donovitch, Edgar, Elef, Elmo, Felix, Female Knight A & B, Flau, Flora, Franklin, Franz, Gehrmann, Gene, Giga Ant, Giske, Golly, Gonber, Goo, Gordon, Golye, Gregory, Grigori, Grim Reaper, Hip, Howard, Hyann, Jared, Jill, Junzaburo, Keaton, Leonard, Lufa, Lunbar, Lyle, Male Knight A & B, Marietta, Marke, Mason, Mikey, Militarat, Mook, Nina, Noam, Oleg, Ridley, Rolec, Round Knight A-D, Santos, Sarval, Sergei, Stefan, Stein, Trent. Ursula, Vladimir, Wal, Wyze



10 Dagols Anytime Single LOCATIONS

Vareth Library, Elder's Residence Kitchen

Gift from Tarkin after becoming Friends



Gift from Polpo after becoming Friends



Target 150 Dagols 75 Dagols

LOCATIONS

Belmont, Eisenhower, Faid, Marsha, Mint, Gabe

#### Maps

Sword & Silver Coins Inn Lobby, Theater Vancoor Treasury, Confessional 1, Black Town of Night 8 Lust, Vareth Star Tower Lab 2, Nowem 1, Nowem 5, Tria 3, Dorse 1, Dwarf Tunnel III-3

#### Battle

Clarence, David, Drago, Gob, Green Orc A-E, Green Orc Rider, Interlude, Martinez, Rocky, Serva, Smilodon Male (A)



LOCATIONS COCOCOCO

Eisenhower, Marsha

Maps

Path of Insanity & Fanaticism, Sediche 6, Dichett, Desneuf

Crocogator, Cross, JJ, Nocturne, Nyx, Zeranium

| HERB J                  | EXTRACT                 | MAX              | xaexaexaex       |
|-------------------------|-------------------------|------------------|------------------|
| Buy Rate<br>1000 Dagols | Sell Rate<br>500 Dagols | Usage<br>Anytime | Target<br>Single |
| Digen :                 | LOCATIO                 | NS PAR           | নএনএজ            |

Fisenhower Marsha Louis

Path to the Beast Pit, Dysett 3, Goblin Cemetery 6

Galvados, Mount Tortoise



## MOON STONE CHIP

Restores 70 Hit Points Usage Anytime Varget 160 Dagols 80 Dagols Party

(A) LOCATIONS COCOCOCO

#### Shops

nont, Eisenhower, Gabe, Marsha

Maps Septem 4, Dichett

#### Battle

Black Goblin, Donkey, Gonovitch, Hunterwolf, Miranda, Sebastian



## MOON STONE

LOCATIONS

| ۲ | and the same of th |             | a proposition | MONIONION. |
|---|--|-------------|---------------|------------|
|   | Restores 240   | Hit Points. |               |            |
|   | Buy Rate   | Sell Rate   | Usage         | Target     |
|   | 580 Dagols   | 290 Dagols  |               | Party      |
|   |  |             |               |            |

Belmont Eisenhower Fairt Marsha Mint

Maps

Curtis, Light Elf A & B, Morgan, Natalie, Nogueira



## REVIVAL STONE CHIP

Restores 700 Hit Point Sell Rate Usage Target 1200 Dagois 600 Dagols Anytime Party

LOCATIONS COCOCOCO

Eisenhower, Waldo, Gabe

Maps

Dwarf Tunnel III-3

Gawain, Gerald, Godwin, Metal Tortoise



## REVIVAL STONE

recovers all lost Hit Points

Sell Rate Usage Buy Rate 1000 Dagols 2000 Dagols Anytime Party LOCATIONS

Fisenhower Marsha Louis

Dysett 3, Borgandiazo 2, Parsec's Chamber, Dragon Lair Cave 2

Curtis, Elwen, Kain, Ricky



## RECOVERY BALL

Gradually recovers Hit Points for 60 seconds. Targer 200 Dagols 100 Dagols Battle

LOCATIONS NOVOCO

Belmont, Eisenhower, Waldo, Mint, Gabe

Nowem 2, Ocho 2

Battle

Crunchy Shell, Living Totem, Sonata, Twin Horn

## STATUS ITEMS

Status afflictions can quickly turn a battle sour for you. These items are guaranteed to remove afflictions from the victim on contact.



## CURE DROP

Removes Poison status Sell Rate Usage Varget Anytime 70 Dagols 35 Dagols Single LOCATIONS

Shops Radiata Castle, Louis, Forest Metropolis, Blade, Gabe

Maps

Radiata Castle Trainee's Room 1, Castle Trainee's Room 2, Natalie's Room, Castle Banquet Hall Dwight's Room, Vareth Infirmary, Aiden 2, Nowem 3, Ocho 3

Alan, Big Jaws, Conrad, Deathclover, Lulu, Mud Bone, Nick, Poisonous Lizard, Shemud, Speckled Bug, Tarkin



## CURE NEEDLE

Buy Rate Usage Target 60 Dagols 30 Dagols Anytime LOCATIONS

Radiata Castle, Louis, DwarFun, Blade, Faid, Gabe

Maps

Radiata Castle Storeroom 1, Path of Swords and Wisdom, Theater Vancoor Infirmary, Aiden 1, Dova 1, Dysett 1 (x2), Dysett 3, City of Flowers House 1

Battle

Brood, Bubu, Burglar A & B. Butch, Chatt, Fon, Few, Giga Hopper, Hollywoody, Mud Pawn, Pararat. Ripple Bat, Skypulsar

LOCATIONS



## EYE DROPS

Removes Bline Buy Rate 60 Dagols 30 Dagols Anytime Single

Radiata Castle, Louis, Dwarfun, Forest Metropolis, Blade, Gabe

100

Maps

Theater Vancoor Storeroom, Vareth Infirmary, Dova 3, Earth Valley

Battle

Zida, Flash Monkey, Mud Mage, Pit, Solo, Spray Snake



BELLAMULET Removes Bind stat Sell Rate Target 40 Dagols 20 Dagols Anytime Single LOCATIONS COCOCOCO

Blade, Faid, Gabe

Maps

Heliford Gate Guard Post, Path to the Sun, Vitas' Room, Nowem 3, Adele's Residence, Forest Metropolis Room 2, Dwarf Tunnel I-3

Battle

Birdcage Insect, Ernest, Law, Mist Frogger, Romaria, Star, Thunderwolf, Warc



# HEATING TABLET

| Removes Fr            |                        |         |                  |
|-----------------------|------------------------|---------|------------------|
| Buy Rate<br>50 Dagols | Sell Rate<br>25 Dagols | Anytime | Target<br>Single |
| Macia                 | LOCATIO                | NS EVE  | <u> </u>         |

#### Shops

Blade, Gabe

#### Maps

Theater Vancoor 3F, Vareth Cafeteria, Ocho 1, Boulder Frog Inn Room 102, Tria Elder's Bedroom Forest Metropolis Room 2

#### Battle

Achilles, Aqua Cell, Fan, Iceburg, Ice Lizard, Leban, Marsha, Ryan



## COOLING SPRAY

|      | Removes Bla |           |          |             |
|------|-------------|-----------|----------|-------------|
| Sec. | Buy Rate    | SellRate  | Usage    | Varget      |
| ı    | 60 Dagols   | 30 Dagols | Anytime  | Single      |
|      | @1999       | LOCATIO   | NE OVATO | vale)ale)al |

Blade, Gabe, Mint

Cross' Room, Theater Vancoor 4F, Vareth Moon Tower Lab 2, Vampire Casino, Tria Village 1, Dichett/ Dorse bridge, Dichett, Desneuf, Dwarf Tunnel I-8

#### Battle

Blood Orc B, Coco, Daniel, Fire Cell, Flame Ant, Flame Lizard, Garcia, Joaquel, Lily, Shin, Skullhead



Maps

Radiata Castle 2F Hall 5, Castle Study, Yellow Town of Sun & Glory, Vancoor Square, Triton Squad Locker Room, Godwin's Room, Aiden 1, Nowem 3, Forest Metropolis Cellar,

#### Battle

Bubble Fronger, Carnivorat, Gil, Paul, Rika, Thanos, Yergeni, Zerotone

| Removes C<br>Buy Rafe | urse status.<br>Sell Rate | Usage   | 52             |
|-----------------------|---------------------------|---------|----------------|
| 80 Dagols             | 40 Dagois                 | Anytime | Single         |
| Jegera .              | LOCATIO                   | NS PO   | <u>യത്യത്യ</u> |

Ridley's Room, Radiata Castle Men's Toilet, Olacion Order Confessional 1, Olacion Chapel, Forest Metropolis Kitchen

#### Battle

Black Tiger, Bone Goblin, Caesar, Hellraiser, Iris, Keane, Oily Bug, Phantom, Subordinate Mage A & B

# FLEXIBILITY LOTION

Removes Petrify status Sell Rate Usage Buy Rate Target 100 Dagols 50 Dagols Anytime Single LOCATIONS

Blade, Gabe

#### Maps

Red Lotus Metropolis, Vareth Star Tower Lab 1, Nowem 3, Shangri Le 2, Dwarf Tunnel III-3

Mud Dile Sakurazaki



#### SAGE

emoves all status affliction

Buy Rate Sell Rate Target 300 Dagols 150 Dagols Anytime Single

യരായ Radiata Castle, Louis, DwarFun, Blade, Gabe

Elf 2, Nowem 2, Tria 3, Septem 2, Septem 4, Dysett 3, City of Flowers Elder's residence, Dwarf Tunnel II-7

LOCATIONS

#### Battle

Bull, Cecil, Dark Elf, Fernando, Genius, Shell Lizard, Rynka, Synelia, Tall Beast



#### CLEANSING STONE

Removes all status affliction Sell Rate Target

800 Dagols 400 Dagols Anytime Party XO CO LOCATIONS

Waldo, Marsha, Louis

Maps

Dwarf Tunnel II-3

Elwen, Natalie, Whirlwind



## INVINCIBILITY MED

Prevents any status afflictions for 60 seconds, also

cures any current affliction
Buy Rate Sell Rate Buy Rate Target 100 Dagols 50 Dagols Battle One

LOCATIONS PROPRIETO dende

Shops

Blade, Faid, Louis

Maps

#### Battle

Bruce, Leona, Morfinn, Whip Turtle

#### ATTRIBUTE ITEMS

These consumable items permanently increase the target's attributes. Naturally, all of these should go to Jack, since he's the one who needs to stay alive!



#### TRENGTH BERRY

| the minutes provide any of | all the later to the |                | <b>MENDERORIONE</b> |
|----------------------------|----------------------|----------------|---------------------|
| Permanently                | increases Stre       | ngth rating by | 12.                 |
| Buy Rate                   | Sell Rate            | Usage          | 57                  |
|                            |                      |                | Target              |
| 15000 Dagols               | 50 Dagols            | Field          | Single              |

LOCATIONS DOMESTICATIONS

Maps

Theater Vancoor Infirmary, Castle Path of the Spider 2, Distortion Corridor 9

Cairn, Cross, Gerald, Holy Quetzal, Killer Queen, King Serpent, Natalie



DEFENSE BERRY ermanently increases Defense rating by

15000 Dagols 50 Dagols Single LOCATIONS COCOCOCO

Alkaico

Dova 1, Solieu Village, City of Flowers House 2, Shrine of Fray 5

Battle

Baade, Ganz, Gonovitch, Killer Queen, Sebastian



#### EVASION BERRY

Permanently increases Evasion rating by 2 Usage Field 10000 Dagels 50 Dagels Single

LOCATIONS

Nuevo Village, Forest Metropolis Room 1, Void Community Vault, City of Flowers House 4

Cepheid, Fernando, Kain, Killer Queen, Ridley



## LUCK BERRY

anently increases Luck rating by 2 Buy Rate Varger 10000 Dagols 50 Dagols LOCATIONS COCOCOCO

Shops Alkaico

Theater Vancoor 1F, Void Community Vault, Elf Region 3, Desneuf, Shangri La 2, Goblin Haven 1

Battle

Curtis, Gobrev, Kelvin, Killer Queen, Mud Ponbabar, Star



Permanently increases Hit Points by 10. Buy Rate 30000 Dagols 50 Dagols Single

Alkaico, Danny

Maps

San Patty F1, Dorse 3, Sediche 3, Ocho 2, Dichett, Dysett 1, Dwarf Elder Residence 2F, Forest Metropolis 1F-2, Forest Metropolis 1F-3, Shangri La 4, City of Flowers Meeting Area, Septem Cavern 4, Goblin Cemetery 4, Borgandiazo 2

LOCATIONS

Battle

Anastasia, Dynas, Gabriel Celesta, Galvados, JJ, Killer Queen, Parsec, Rockdigger, Rocky, Tusky Mammoth



#### MYSTERY BERRY

ermanently increases a random attribute (Strength, Defense, Evasion, Luck) by 2

Usuge Buy Rate Sell Rate 13000 Dagois 60 Dagois Targer Single

LOCATIONS DODOCO

Jiorus's Closet, Dorse 1, Goblin Haven 1

Gruel, Gawain, Gobblehope IX A & B, Lezard, Radian



#### GROWTH GEM

Permanently increases Strength, Defense, Evasion Luck by 2 each

Varger 50 Dagols

LOCATIONS

Wind Valley 1, Borgandiazo 6, Shrine of Fray 12

Archdemon, Elwen, Gabriel Celesta, Quasar, Valkyrie







## ATTACK ITEMS

Usable only in battle, these items sic afflictions on their target. Check your opponent's vulnerability to certain afflictions and use that to turn the battle decidedly against them. All Attack Items have a 100% affliction strength.



#### Shops

warFun, Black Rose, Levante, Gabe

#### Maps

Vareth Star Tower Lab 2, Vareth Moon Tower Lab 1, Vampire Casino, Dorse 6, Sediche 1, Sediche 2, Sediche 3 (x2), Desneuf, Shangri La 1, Dwarf Tunnel I-3

#### Battle

Bosso, Colossalizard, Danny, Dominic, Doppio, Drew, Earth Cell (common), Faraus, Georgio, Giovanni, Grant, Jan, Luka, Marco, Niko, Patrick, Pietro, Pinky, Sonny

#### MUD POWDER SellRate Buy Rate Varget 80 Dagols 40 Dagols LOCATIONS

Black Rose, Levante

#### Maps

Radiata Castle Lockup, Belmont General Store, Path of Swords & Wisdom, Club Vampire, Tria Village 3

#### Battle

Elena, Gabe, Hemud, Lin, Mud Bone, Mud Fighter, Tony



Theater Vancoor 1F, Vareth Star Tower Lab 1, Solieu Village (x2), Septem 2, Forest Metropolis Kitchen

Astor, Brie, Dan, Eugene, Ivory Goat, Willow

# STARTLE POWDER

| Buy Rate   | Sell Rate                                | Usage  | Target |
|--|--|--------|--------|
| 100 Dagois   | 50 Dagois                                | Battle | Single |
| THE RESERVE AND PERSONS ASSESSMENT OF THE PE | THE RESERVE AND ADDRESS OF THE PARTY AND |        |        |

Black Rose, Levante, DwarFun, Forest Metropolis

#### Maps

Last Word Book Store, Black Rose General Store, Zweit Squad Locker Room, Dwarf Elder Resid 2F, Shangri La 3, Dwarf Tunnel I-3

Aidan, Blaunibel, Gon, Yack



## SNOW POWDER

|            | targeted enen |        |        |
|------------|---------------|--------|--------|
| Buy Rate   | Sell Rate     | Usage  | Target |
| 100 Dagols | 50 Dagols     | Battle | Single |

LOCATIONS COCOCOCO

## Black Rose, Levante, Mint

Anastasia's Room, Tria Village 2, Ocho 3, Dwarf Tunnel III-2.

Adina, Monki, Putt



#### MAGMA POWDER

Buy Rate 100 Dagols 50 Dagols Battle Single

LOCATIONS

Forest Metropolis, Black Rose, Levante, Faid

Dichett/Dorse bridge, Dichett (x3), Forest Metropolis Brewery, Dwarf Tunnel III-3

Alba, Gobrey, Reynos



## PANIC POWDER

80 Dagois 40 Dagols

LOCATIONS COCOCOCO

Target

## Black Rose, Marsha, Gabe

Yellow Town of Sun & Glory, Carl's Pub, Morfinn's Clinic Storeroom, Vereth Star Tower Lab 3, Earth Valley, Goblin Haven 1

#### Battle

Den, Green Goblin, Herz, Sunset



## Mass Curses the By Rare 80 Dagols

#### MASS OF ENMITY

|                       | targeted enem          | y.              |                  |
|-----------------------|------------------------|-----------------|------------------|
| Buy Rate<br>80 Dagols | Sell Rate<br>40 Dagols | Usage<br>Battle | Target<br>Single |
| 0000                  | LOCATIO                | NS O            | BACALEM          |

#### Shops

Black Rose

Beast Pit 2, Vareth President's Office, Void Community Torture Room, Nowem 5, Dorse 6 Borgandiazo 2

#### Battle

Ardoph, Ben, Darksoul, Johan, Dark Cell



## CEMENT POWDER

|    |            | targeted enem |        |                |
|----|------------|---------------|--------|----------------|
|    |            |               | Usage  | Target         |
| ı  | 100 Dagols | 50 Dagols     | Battle | Single         |
| 33 | 2000       | LOCATION      | IS POP | <b>୭୭୭</b> ୭୭୭ |

#### Black Rose

Maps

Verontier Storeroom, Vampire Casino, Dorse/Aiden Shed, Dwarf Dormitory, Dwarf Tunnel I-3, Dwarf Tunnel I

#### Battle

Aesop, Ortoroz, Smilodon Female, Vitas



#### **OTHER ITEMS**

Of course, there are a handful of items that don't quite fit into the other categories, but they're no less valuable!

# FE

## FLEE BALL

Pulls you from battle. Does not work against bosses.

By Rate Still Rate | Usage | Target |
60 Dagols | 30 Dagols | Battle | Parry |

#### Shoos

Chops

Radiata Castle, Louis, Dwarfun, Belmont, Waldo, Faid, Gabe

#### Maps

Radiata Castle Lounge, Club Vampire 2F, Void Community Office, Aiden 1, Dorse/Aiden Shed, Dova 3, Noverm 1, Noverm 3, Tria 1, Dorse 1, Dichett, Desneuf, Dysett 1, Marke's Place, Tarkin's Living Boom

#### Battle.

Carlos, Dwight, Gobblehope IX A & B



#### ANALYSIS BALL

Reads the base statistics on the targeted enemy.

Buy Rate Sell Rate Usage Target

40 Dagols 20 Dagols Battle Single

DESCRIPTIONS DESCRIPTIONS

#### Shops

Louis, Forest Metropolis, Belmont, Waldo, Marsha, Mint

#### Maps

Radiata Castle Trainee's Room 1, Castle Guards' Room 3, Vareth Lobby, Void Community Office, Void Vault, Aiden 2, Elf 2, Nowem 1, Tria 1, Tria 4, Septem 2, Septem 4, Sediche 2, Dichett, Dwarf Dormitory Room 101, Void Vault, Borgandiazo 2, Borgandiazo 3

#### Battle

Dynas, Ganz



## TSUCHINOKO DUMPLING

Restores 100% of HP and VP.
CT/Rate Scil/Rate Uccs Uccs
N/A 50 Dagols Anytime Single

LOCATIONS

City of White Nights, Dragon Lair Cave 20, Distortion Corridor 5

#### Other

Tsuchinoko drop during battle



## CELESTIAL NECTAR

Revives a fallen ally and restores 20% of his or her maximum Hit Points.

Buy Rate Sell Rate Usage Target 1600 Dagols 800 Dagols Battle Single

COCO LOCATIONS COCOCOCO

Shops

Eisenhower, Waldo, Marsha, Louis

#### Maps

Cuator 1, Sediche 1, Goblin Cemetery 10

Flash Cell

Items

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# RECORDS

They say music is the universal language. Aside from allowing you to hear the music from the game on any phonograph, records can also be the key to gaining a couple friends. Do you have a well-rounded music collection?

# RECORD AVAILABILITY

| RECORD              | BUY RATE | SELL RATE | STORES | BATTLES        | MAPS                |
|---------------------|----------|-----------|--------|----------------|---------------------|
| Aiden Region        | 1000     | 500       | Pitt   | -              | -                   |
| Algendars Castle    |          | 500       | -      | Archdemon      | -                   |
| Audience Chamber    | 1000     | 500       | Chic   | -              | -                   |
| Bandit's Theme      | 1000     | 500       | Chic   | -              | -                   |
| Battle 1            | 1000     | 500       | Donkey | -              | -                   |
| Battle 2            | 1000     | 500       | Donkey | -              | -                   |
| Battle 3            | 1000     | 500       | Donkey | -              | -                   |
| Borgandiazo         | 1000     | 500       | Pitt   | -              | -                   |
| Coliseum            | 1000     | 500       | Chic   | -              | -                   |
| Conference          | 1000     | 500       | Chic   |                | -                   |
| Conspiracy          | 1000     | 500       | Donkey | -              | -                   |
| Defeat              | 1000     | 500       | Donkey | -              | -                   |
| Dichett Region      | 1000     | 500       | Pitt   | -              | -                   |
| Distortion Corridor | -        | 500       | -      | Shrine Knight  | -                   |
| Dragon Lair Cave    | -        | 500       | -      | Black Tiger    | -                   |
| Dragon Radian       | -        | 500       | -      | Radian         | -                   |
| Dwarf Tunnel        | 1000     | 500       | Donkey | -              | -                   |
| Dysett Region       | 1000     | 500       | Pitt   | -              | -                   |
| Earth Dragon Attack | 1000     | 500       | Donkey | -              | -                   |
| Earth Valley        | 200      | 100       | Pitt   | -              | Dwarf Dorm Room 102 |
| Elf Region          | 1000     | 500       | Pitt   | -              | Forest Metro Room 3 |
| Ethereal Queen      | -        | 500       | -      | Ethereal Queen | -                   |
| Final Battle        | -        | 500       | -      | Quasar         | -                   |
| Fort Helencia       | 1000     | 500       | Chic   | -              |                     |
| Gabriel Celesta     | -        | 500       | -      | Gabriel        | -                   |
| Ganz's Theme        | -        | 100       | -      | -              | Ganz's Room         |
| Goblin Haven        | 1000     | 500       | Pitt   | -              | -                   |
| Gold Dragon Castle  | -        | 500       | -      | Wind Cell      | -                   |
| Invasion            | 1000     | 500       | Donkey | -              | -                   |
| Jack's Theme        | -        | 100       | -      | -              | Jack's Room         |
| Mage's Theme        | 1000     | 500       | Chic   | -              | -                   |
| The Night Halls     | 1000     | 500       | Chic   | -              | -                   |
| Ocho Region         | 1000     | 500       | Pitt   | -              | -                   |
| Opening Theme       | 1000     | 500       | Chic   | -              | -                   |
| Payapaya Dance      | -        | 500       | -      | Pinky          | -                   |
| Priest's Theme      | 1000     | 500       | Chic   | -              | -                   |
| Radiata Castle 1    | 1000     | 500       | Chic   | -              | -                   |
| Radiata Castle 2    | 1000     | 500       | Chic   | -              | -                   |
| Ridley's Sorrow     | 1000     | 500       | Chic   | -              | -                   |

\*\*\*\*

# RECORD AVAILABILITY (CONTINUED)

| RECORD          | BUY RATE | SELL RATE | STORES | BATTLES   | MAPS          |
|-----------------|----------|-----------|--------|-----------|---------------|
| Ridley's Theme  | -        | 100       |        | -         | Ridley's Room |
| Sediche Region  | 1000     | 500       | Pitt   | -         | -             |
| Shangri La      | 1000     | 500       | Pitt   | -         |               |
| Shrine of Fray  | -        | 500       | -      | Crystaria | -             |
| Solieu Village  | -        | 500       | -      | Adele     | -             |
| Tension         | 1000     | 500       | Donkey | -         | -             |
| Uber-enemy 1    | 1000     | 500       | Donkey | -         | -             |
| Uber-enemy 2    | 1000     | 500       | Donkey | -         | -             |
| War             | 1000     | 500       | Donkey | -         | -             |
| Warrior's Theme | 1000     | 500       | Chic   | -         | -             |



Tottaus is populated by a wide variety of beings, sentient and otherwise. And Jack must cut his way through a lot of them. from nigh-harmless bitty bugs to mammoth magical monstrosities.

TAY TO THE

This list does not include one-time Boss enemies, or the "kick duel/common encounter" versions of characters you can recruit as Friends. Boss data appears throughout the Walkthrough as you encounter them, and potential Friends' duel data appears in the Recruits section.

Each character's resistance to the nine afflictions and instant-kill attacks is rated on a scale of A through D. See "Combat Basics" for an in-depth look at afflictions.

Every move an enemy can make is listed, even if the "move" has no effect whatsoever. Moves that hit multiple times with different ratings per strike are listed with each blow separate. Numbered lists of moves indicate a combo the characters follow when attacking, just like the combos you set for Jack.

Range. The distance the attack can reach across, rated "Long", "Mid" or "Short" Keep the enemy's range in mind when tackling them.

Arc The width of the attack from the character's front, represented by degrees, up to a full circle of 360.

The smaller the number, the narrower the focus of the attack is Missile attacks have an Arc of 0, bince they are aimed at a specific target.

Power: The power of the attack in relation to the character's Strength rating.

Parry: The attack's vulnerability to counter-Hirs after a guarding Parry. The higher the percentage, the further the character is pushed back should you Parry the blow

Note: Some moves do more than deal damage. If an attack also has an added affliction, it's listed here along with the strength of the affliction (see "Combat Basics"). Also includes knock back, leunch, and multi-hit effects, among others.









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BLAUNIBEL

Earth В D

Startle Powder (5%)

Short 200

POWER PARRY EFFECT

Break Parry

Launch

1~2 Hits

Down-Hit

0

Blaze (1.0), Knock Back

Blaze (1.0)

Knock Back

Blaze (1.0)

Knock Back

1.0

ELEN RANGE ARG

None Short 90

None Short

None Middle 90

None

84

COVES

Horn Charge

Horn Thrust

Horn Sweep

Trample

Fire Punch

Fire Kick

Fire Kick

**Body Blaze** 

Body Blaze



| 4 2       |     | DROPPE<br>N/A  |     |     |                           |
|-----------|-----|----------------|-----|-----|---------------------------|
| MOVES     | Non | RANGE<br>Short |     |     | Cling to Target, HP Drain |
| Bite Leap | Non | Short          | 360 | 0.0 | Ignore Parry, HP Drain    |





Mid 40

Short 40 1.0

Short

Short

None Short 360

|                      |           | B | ΙΔ       | Ck              | C   | OF           | BLI    | V                      | -          |
|----------------------|-----------|---|----------|-----------------|-----|--------------|--------|------------------------|------------|
| 2 A                  |           | P | CV-      | HP              | 125 | SUR TIPE     | DEF    | EVA<br>211             | LCK<br>185 |
|                      | O.S.      |   | Page Non |                 |     | 130<br>PAR   | PLD 76 | BND                    | FRZ        |
|                      | 45        |   | BIZ      |                 |     | O'R          | PEV    | DU                     |            |
| 554                  | DAGOLS 25 |   |          | DUIL<br>ine Chi |     | -            |        | deconstant of the same |            |
| WOVES<br>Head Strike | 120       |   |          |                 |     | PARRY<br>1.0 | THE O  |                        |            |

Earth Mid

Jump Strike

|           |              | В    | LC                | 00      | 0 0 | ORO   | СВ               |                  | -                |
|-----------|--------------|------|-------------------|---------|-----|-------|------------------|------------------|------------------|
| 1         |              | In   | (LV)              | PC      |     | 65    | DEF<br>35<br>RID | EVA<br>58<br>BND | LCK<br>65<br>FRZ |
| 3         |              |      | Fire<br>BIZ       |         | A   | A GUR | PSV.             | Dia              | A                |
| 3XP 0     | AGOLS<br>870 |      | ROPPE<br>poling S | pray (5 |     | PARRY | erre er          |                  |                  |
| ire Punch |              | Fire | Mid               | 40      | 1.0 | 1.3   | Blaze (1.        | .0), Knock E     | Back             |

Battle Characters













BUBU





Paralyze (1.0)

Para-Chemical Throw

亦命命令令令命令命令命令命命命命命令令令令令令令令





|           |    |                                    |     |           | AT               |  |          |
|-----------|----|------------------------------------|-----|-----------|------------------|--|----------|
|           |    | 100                                | AP  | STR       | DEF              | EVA  | LCK      |
| A         |    | वर्द                               | PO7 | PAR       | 15<br>BLD        | BND 32   | FRZ      |
| 100       | 31 | None<br>B172                       | CON | CUR       | D<br>Pati        | DIG  | D        |
|           |    | D                                  | D   | D         | D                | C  |          |
| DAGO<br>5 |    | DROPPED<br>Mint Drop (3<br>RANGE A | 3%) | JERT PARR | man for any fair | historia de la constitución de l | -news in |

| All the state of t | C    | RY         | ST   | AR      | IA         | Contraction of the Contraction o |                  |  |
|--|------|------------|------|---------|------------|--|------------------|--|
|  |      | LY 55      | - AP | 388     | STR<br>350 | DEF<br>323<br>BLD  | EVA<br>82<br>BND | 103<br>302<br>FRZ  |
| THE  |      | Non<br>P17 |      | A       | A          | PEV A  | DUG              | A  |
| EXP DAGOLS<br>5240 510   | Ore  | Armo       |      | e of Fr | ay Reco    |  | 1                |  |
| MOVES<br>Slice   |      |            | 40   | 1.0     | 1.0        | Break Pa   | irry             | Number of the Control |
| Crystal Crush  | None | Long       | 0    | 0.8     | 1.0        | Launch,  | 3 spires         |  |
| Wide Blow  | None | Long       | 120  | 1.0     | 1.3        | Knock B  | eck              |  |



|               | D     | AC              | OI        |             | OI         | RTC      | DISE             |                  |
|---------------|-------|-----------------|-----------|-------------|------------|----------|------------------|------------------|
| 1238          | all l |                 | AP<br>PO  | 88          | STR<br>PAR | 258      | EVA<br>28<br>BND | LCK<br>88<br>FRZ |
| T             |       | Non<br>R12<br>A |           | A<br>N<br>A | OR<br>A    | PSV<br>A | DUG<br>A         | A                |
| EXP DAGOLS    | VI    | OPPL<br>P Badg  | e (5%)    |             |            |          |                  |                  |
| MOVES<br>Bite |       |                 | ARG<br>90 | 1.0         | 0.5        | / Euco   |                  |                  |
| Spin Attack   | None  | Short           | 360       | 1.2         | 1.0        | 1~4 Hits | , Knock Be       | ck               |

| N POR             | The second  |               |    | 19      | AF             |      | STR<br>95<br>PAR |         | EVA<br>61 | 00        |
|-------------------|-------------|---------------|----|---------|----------------|------|------------------|---------|-----------|-----------|
|                   |             |               |    | Wat     |                | C    | D                | D       | BND       | ER        |
|                   |             |               |    | BIZ     | <b>@</b>       | D    | CUR              | GET C   | DUG       | Total or  |
| <b>EXP</b><br>980 | DAGOLS<br>5 | orie constant | He | rb Extr | DUIL<br>act DX | (5%) | and red          | NUMBER  |           | reason to |
| GOVES<br>Bite     | Į5          | Non           |    | RANGE   |                |      | PARR<br>0.5      | ) Guest |           |           |
|                   |             | Non           |    | Long    | 120            | 1.3  | 1.0              |         |           |           |

|                 |    | D    | AR            | K   | CE  | LL  | -         |                   |     |
|-----------------|----|------|---------------|-----|-----|-----|-----------|-------------------|-----|
|                 | 7  |      | 107<br>138    | HP  | 100 | 240 | DEF       | EVA<br>240<br>BND | LCK |
|                 |    |      | Non<br>B17    |     | A   | A   | PEV A     | DUC B             | A   |
| 3200 79         |    | Ma   | ss of E       |     |     |     |           |                   |     |
| Darkness Jail   | No |      | RANGE<br>Long |     |     | 0.5 | 1~6 Hits, | Ignore Par        |     |
| Darkness Crunch | No | ne I | Long          | 360 | 1.0 | 1.0 | Knock Ba  | ick               |     |

Battle Characters

| 1                    |      | LV.          | GP<br>13             | STR<br>3 48     | DEF<br>32 | EVA<br>38                 | LCK<br>30 |
|----------------------|------|--------------|----------------------|-----------------|-----------|---------------------------|-----------|
|                      |      | EE           | POI                  | PAR             | BLD       | BND                       | FRZ       |
|                      |      | Non          |                      | D               | D         | D                         | D         |
|                      | Ta.  | BIZ          | CON                  | D               | PEU       | DTH<br>C                  |           |
| EXP DAGO             | Н    | erb Extr     | <b>DUTE</b> act (3%) |                 |           | the size between the      |           |
| MOVES<br>Neck Strike | None | RANGE<br>Mid |                      | OWER PAR<br>1.0 | effec     | 7                         |           |
| Stah                 | None | Mid          | 40 1                 | .0 0.5          |           | - monte de construction o | ~         |









FEMALE KNIGHT





8 fireballs, Blaza (1.0)

1-2 Hits, Blaze (1.0), Down-Hit

Long

302

Fireball

Explosion

\*\*\*





|       |       | F          |                     |         |      |              | ARI          |                       |  |
|-------|-------|------------|---------------------|---------|------|--------------|--------------|-----------------------|--|
|       | W.    | Park S     | LV                  | H       |      | STR          | DEF          | EVA                   | LCK  |
|       |       |            | (A) 32              | PC      | 92   | 125          | 56           | 120                   | 102  |
| A COL |       |            |                     |         | 15   | PAR          | BLD          | BND                   | FRZ  |
| A 50  | 445   |            | Non                 |         | D    | D            | D            | D                     | D  |
|       | 100   |            | BLZ                 | CC      | N    | CUR          | PET          | DTH                   |  |
| 1     |       |            | D                   |         | D    | D            | D            | D                     |  |
| EXP [ | AGOLS | D          | ROPPE               | DITT    | MS   | Abroliosiero | Maria Carlos | and the second second | and the Control of th |
| 594   | 57    | Co         | oling S             | pray (5 | %)   |              |              |                       |  |
| MOVES |       | <b>930</b> | RANGE               | ARG     | POWE | R PARR       | ) EHEGU      | The second second     | Name and Address of the Owner, where the Owner, which is the Owner, where the Owner, which is the Ow |
| Bite  |       | None       | Short               | 90      | 1.0  | 0.0          | -            |                       |  |
| -     | -     | -          | NAME AND ADDRESS OF | 90      | 0.6  | 0.5          | Blaze (1     |                       | -  |





FLASH CELL

|                       | G          | OBB       | LEH        |                |         |             |      |
|-----------------------|------------|-----------|------------|----------------|---------|-------------|------|
|                       |            | LV        | HP         | -              | DEF     | EVA         | LCK  |
| A                     |            | 30<br>EE  | PO7        | PAR            | BLD 50  | BND<br>BND  | FR73 |
| 6                     | CD010C     | None      | A          | A              | A       | A           | A    |
| Spearth<br>Nine Lives | SDeath LEV | 1175      | CON        | CUR            | PEV     | DIG         |      |
| EXP DAG               |            | A         | GUENS      | A              | A       | A           |      |
| 650 10                | Fle        | e Ball, N | lystery Be | rry            |         |             |      |
| MOVES Lightning Bolt  |            | Mid 0     | IRG PON    | ER PARR<br>0.0 | (Eilegi |             |      |
| Goblin Resurrection   | -          |           | -          | -              | Summo   | n Bone Gol  | olin |
| Fade                  | -          |           | -          | -              | Warp a  | cross the r | oom  |

|                   |            | 00    | <i>HP</i> |      | STR          | DEF       | EVA      | LCK |
|-------------------|------------|-------|-----------|------|--------------|-----------|----------|-----|
|                   |            | ELE S | PO        | 23   | PAR =        | 29<br>BLD | BND 81   | FRZ |
| 3                 | The second | Nor   | e         | C    | В            | A         | D        | D   |
| 1 3               |            | BLZ   | CO        | N    | CUR          | PET       | DUH      |     |
| EXP DAG           | OLS D      | ROPPE | DUVE      | as   |              | -         | American |     |
| 25 22<br>MOVES 22 | E)         | RANGE |           | DOM: | and the same | EFFECT    |          |     |
| Paw Rake          | None       | Short | 60        | 1.0  | 1.0          | -         |          |     |
| Rock Toss         | None       | Long  | 0         | 0.8  | 0.5          | -         |          |     |
| Steal             | None       | Short | 60        | 0.2  | 0.0          | Steal Ite | rm (1.5) |     |
| Flash             | None       | Short | 90        | 0.3  | 0.5          | Blind (1. | 5)       |     |

ELACH MONKEY

| 1           |           |     | 1    | 30  | OI        |          |     | EL     | EF        | ANT    |     |
|-------------|-----------|-----|------|-----|-----------|----------|-----|--------|-----------|--------|-----|
|             |           |     | No.  | 1   | W         | H        |     | STR    | DEF       | EVA    | LCK |
|             | -         |     |      |     | 23<br>FIE | PC       | 76  | PAR T  | 52<br>BLD | BND 63 | FRZ |
|             |           |     |      |     | Non       | e        | D   | D      | D         | D      | D   |
|             |           | 1   |      | 1   | BLZ       | <u> </u> | N   | CUR    | PEV       | DTH    |     |
| 700         | ~~~       |     |      |     | D         | -        | D   | D      | D         | C      |     |
| 140         | DAG<br>42 | 255 |      | V/A |           | DU       |     | _      |           |        |     |
| MOVES       |           |     | OE   |     | ANGE      |          |     | R PARR |           |        |     |
| usk Cherge  |           |     | None | S   | hort      | 60       | 1.0 | 1.3    | Break P   | arry   |     |
| lump & Tran | nple      |     | None | s   | hort      | 90       | 1.3 | 0.5    | -         |        |     |
| runk Attack |           |     | None | S   | hort      | 200      | 1.0 | 1.0    | 1~2       |        |     |

DROPPED GUENS 59 Gobpakken Seed (20% COVES ELEN RANGE ARC POWER PARRY EFFECT Bite None Short 90 Seed Expulse ~12 Hits None Long 1~2 Hits, Paralyze (1.0), Sweet Breeze Mid 90 0.5 Confuse (1.0)

|        |  |      | L         | _ <i>H</i> |     | STR     | DEF      | EVA        | LCK         |
|--------|--|------|-----------|------------|-----|---------|----------|------------|-------------|
|        | The San  |      | 29        |            | 59  | 147     | 77       | 36         | 85          |
|        | 100  |      | EE        | = PC       |     | PAR     | BLD      | BND        | FRZ         |
|        |  |      | Non       | е          | D   | D       | D        | D          | D           |
|        | The state of the s |      | BLZ       | - 60       | N   | CUR     | RET      | DITH       |             |
|        | 23.06  |      | A         |            | D   | В       | D        | C          | 1 1         |
| EXP    | DAGOLS   | D    | ROPPE     | 0/61       | MS  |         |          | A. Carrier | -           |
| 793    | 815  |      | erb Extra |            |     |         |          |            |             |
| COVID- | and the second second second   |      | RANGE     |            |     | R PARRY | EFFEGT   |            | *********** |
| MUVES_ |  | None |           | 200        | 1.0 | 1.0     | 1~2 Hits |            |             |
| Attack |  |      |           |            |     |         |          |            |             |





LV AP

GREEN ORC C





GREEN ORC D





GRIM REAPER

LV (IP STR DEF EVA LCK

22 557 F38 E32 83 85 66

PST CON CUR PST DTM

A C A C B A A

|            | 75/7         | 0    | A                 | 1  | C   | A              | C      | В |  |
|------------|--------------|------|-------------------|----|-----|----------------|--------|---|--|
| 554        | DAGOLS<br>54 |      | ROPPE<br>erb Extr |    |     |                | -      |   |  |
| Neck Slice | 9            |      |                   |    |     | R PARRY<br>1.0 | Freeze |   |  |
| Slice      |              | None | Mid               | 40 | 1.2 | 0.5            | -      |   |  |
| Chatter    |              | -    |                   | -  | -   | -              |        |   |  |

|                           |                        | 1     | IEI     |     |     |           |          | - COM   | nom     |
|---------------------------|------------------------|-------|---------|-----|-----|-----------|----------|---------|---------|
| 3                         | All the last           |       | 13/     | H   |     |           | DEF      | EVA     | LCK     |
|                           |                        |       | 30      | _ 9 | 999 | 112       | 97       | 166     | 132     |
|                           | A ANDERS               |       | EE      | PO  | I . | PAR       | BLD      | BND     | FRZ     |
|                           |                        | 78    | Nor     | ne  | B   | C         | A        | A       | A       |
| 4                         |                        |       | BLZ     | C   | N   | CUR       | PET      | DTH     | 1       |
| 1000                      | 3 2 2 2 2              |       | A       |     | C   | A         | A        | A       | 1       |
| EXP                       | DAGOLS                 | D     | ROPPE   | DIG | MS  | MAX LANGE | A        | America | -       |
| 1246                      | 291                    |       | oly Wat |     |     |           |          |         |         |
| MOVES                     | NAME OF TAXABLE PARTY. | ELEN) | RANGE   |     |     | PARRY     | EFFECT   |         | - NORTH |
| Trap                      |                        | None  | Short   | 40  | 1.0 | 1.0       | Breek P  | erry    |         |
|                           | 2                      | None  | Long    | 90  | 1.3 | 0.5       | 1.       |         |         |
| Spell Blade               |                        |       |         |     | -   | -         | ļ        |         |         |
| Spell Blade               |                        |       |         |     |     |           |          |         |         |
| Spell Blade<br>Darkness I | Breath                 | None  | Long    | 90  | 0.4 | 0.5       | Curse (1 | .01     |         |



| EXP DAGOLS     | В    | ROPPE<br>ook of E | nergy     | 1%)          |              |                               |
|----------------|------|-------------------|-----------|--------------|--------------|-------------------------------|
| Downward Blow  | None | RANGE<br>Mid      | ARG<br>40 | POWER<br>0.8 | DARRY<br>0.5 | EHEGT .                       |
| Mow Down Swing | None | Mid               | 200       | 0.8          | 1.0          | -                             |
| Stab           | None | Mid               | 40        | 1.0          | 0.5          | -                             |
| Call           | -    |                   | -         | -            | -            | Summon 1 Heavy<br>Guardsman A |





| 435      | DAGOLS<br>27 | В    | ROPPL<br>ook of E | nergy     | 3%)          | 17.4418.500  |                               |
|----------|--------------|------|-------------------|-----------|--------------|--------------|-------------------------------|
| Downwerd | i Blow       | None | RANGE<br>Mid      | ARG<br>40 | POWER<br>0.8 | PARRY<br>0.5 |                               |
| Mow Dow  | n Swing      | None | Mid               | 200       | 0.8          | 1.0          | -                             |
| Stab     |              | None | Mid               | 40        | 1.0          | 0.5          | -                             |
| Call     |              | -    |                   | -         |              |              | Summon 1 Heavy<br>Guardsman B |

|                                |      | LV<br>35<br>EE               | HP 701   | STR<br>132<br>PAR | DEF<br>81<br>BLD | EVA<br>51<br>BND  | LCK<br>81<br>FRZ |
|--------------------------------|------|------------------------------|----------|-------------------|------------------|-------------------|------------------|
|                                |      | Earth<br>B12<br>D            | CON<br>C | CUR<br>C          | PEV<br>C         | DUM<br>C          | С                |
| EXP DAGOLS<br>833 138<br>MOVES | Cur  | OPPED<br>e Needle<br>RANGE A |          | VER PARRY         | ) (HEG)          |                   |                  |
| Strike                         | None | Mid 4                        | 0 1.0    | -                 | Breaks           | Parry<br>3 Spikes |                  |
|                                |      | Long 9                       | -        |                   | -                | Knock Back        |                  |

HOLLYWOODY



|          | A             |      | C                 |           | C            | C            | C                 | C                 | 1 |
|----------|---------------|------|-------------------|-----------|--------------|--------------|-------------------|-------------------|---|
| 638      | DAGOLS<br>253 | Bo   | ROPPE<br>ook of E | nergy     | 3%)          |              |                   | mirano niva       |   |
| Downward | Blow          | None | RANGE<br>Mid      | ARG<br>40 | POWER<br>0.8 | PARRY<br>0.5 | EUEST .           | - Natural Control |   |
| Mow Down | Swing         | None | Mid               | 200       | 0.8          | 1.0          |                   |                   |   |
| Stab     |               | None | Mid               | 40        | 1.0          | 0.5          | -                 |                   |   |
| Call     |               |      |                   | -         | -            |              | Summon<br>Guardsm |                   |   |

|  | HOL         | V O         | HE                | Г7 А | I                 | _                 |
|--|-------------|-------------|-------------------|------|-------------------|-------------------|
| De la constitución de la constit | (LV)        | 4500<br>POY | STR<br>332<br>PAR | DEF  | EVA<br>122<br>BND | LCX<br>255<br>FRZ |
| TO STATE   | None<br>BLZ | CON         | OB.               | PEV  | DUG               | A                 |
| EXP DAGOLS   | DROPPED     |             |                   | A    | В                 |                   |

| 8187          | DAGOLS<br>828 | St    | ROPPE<br>rength | Berry, 1  | Viurama      |     |                      |
|---------------|---------------|-------|-----------------|-----------|--------------|-----|----------------------|
| Stab-Thrust   |               | None  | RANGE<br>Mid    | ARC<br>40 | POWER<br>1.0 |     | 1-2 Hits             |
| Shockwave     |               | None  | Long            | 0         | 1.0          | 1.0 | 1~6 Hits, Knock Beck |
| Petrifying Br | eath          | Earth | Long            | 90        | 0.6          | 0.5 | Petrify (1.5)        |

Battle Characters







| -               |                             | L              |         |         |         | LF   |           |         | -              |
|-----------------|-----------------------------|----------------|---------|---------|---------|--|-----------|---------|----------------|
|                 | Marie Co.                   | and a state of | 00      | H       | Date of | SUR  | DEF       | EVA     | LCK            |
|                 |                             |                | E) E    | 1       | 130     | 145  | 78        | 167     | 130            |
|                 | 1000                        |                | 1313    | P       | )(      | PAR  | BLD       | BND     | FRZ            |
|                 |                             |                | Wir     |         | A       | D  | D         | D       | D              |
|                 | 100                         |                | BLZ     | C       | )N      | CUR  | PET       | DTH     | 100            |
|                 |                             |                | A       | -       | A       | D  | D         | В       |                |
| EXP             | DAGOLS                      | D              | ROPPL   | DIA     | EMS     | TOWN DESCRIPTION OF THE PARTY O | becereasi | -1      | 1              |
| 846             | 240                         | M              | oon Sto | one (3% | 5)      |  |           |         |                |
| MOVES           | And in contrast of the last |                | RANGE   | ARC     | POWE    | R PARRY  | A EILEGU  |         | and the second |
| Healing         |                             | -              | Long    |         | -       | -  | Recover   | 20% Max | HP             |
| Leaf Barrier Ea |                             | Earth          | Short   | 360     | 0.8     | 1.5  | 1~2 Hits  |         | -              |
| Linkt Davins    |                             | None           | Long    | 0       | 1.3     | 0,5  | -         |         |                |
|                 | ght Power                   |                |         |         |         |  |           |         |                |









MOVES

Stab

Neck Strike

Low Sweep



|                      | AGOLS |      | ROPPE        |     |     | U            | U        |          |       | -    |
|----------------------|-------|------|--------------|-----|-----|--------------|----------|----------|-------|------|
| 399<br>MOVES<br>Bash | 26    |      | RANGE<br>Mid |     |     | PARRY<br>1.0 | EHEOV -  |          |       |      |
| Peyback              |       | None | Mid          | 120 | 0.8 | 1.3          |          |          |       |      |
| Call                 |       |      |              | -   | -   |              | Summon 1 | Light Gu | ardsm | an B |



LV AP

None C

RL7

DEN RANGE ARG

None Mid

None Mid 200

CON

MALE KNIGHT C

BLD

CUR PET DITH

POWER PARRY EFFECT

0.5 Knock Beck



| EXP DAG    | N/   | DROPPED UTEXS  |           |   |              |   |  |  |  |  |
|------------|------|----------------|-----------|---|--------------|---|--|--|--|--|
| Grasp      |      | RANGE<br>Short | ARG<br>90 |   | PARRY<br>0.0 | EUGV  |  |  |  |  |
| Grasp Leap | None | Short          | 360       | - |              | Ignore Perry, Cling & HP<br>Drain w/ Movement |  |  |  |  |

| 1                     | L    | IV            | INC            | GI           | O            | ΓEM               |                   |                   |
|-----------------------|------|---------------|----------------|--------------|--------------|-------------------|-------------------|-------------------|
|                       |      | 2V<br>32      | HP<br>12<br>PO | 226          | 147          | DEF<br>168<br>BLD | EVA<br>102<br>BND | LCK<br>111<br>FRZ |
|                       |      | Non<br>BLZ    |                | A            | OR<br>A      | PET A             | DUG               | A                 |
| EXP DAGOLS<br>965 480 | Re   | covery        | Ball (3        | %)           |              |                   |                   | -                 |
| MOXES Totem Breath    |      | RANGE<br>Long | ARG<br>90      | POWER<br>0.6 | PARRY<br>1.0 | 1~3 Hits,         | Bind (1.0)        |                   |
| Totem Attack          | None | Long          | 360            | 0.8          | 1.0          | 1~2 Hits          |                   |                   |
| Totem Break           | None | Long          | 0              | 1.0          | 1.0          |                   |                   |                   |

|                           | N            | LAT            | TAN       | IC   | 0                 |                      |                   |                   |
|---------------------------|--------------|----------------|-----------|------|-------------------|----------------------|-------------------|-------------------|
|                           | IV           |                |           | 82   | STR<br>116<br>PAR | DEF<br>95<br>BLD     | EVA<br>146<br>BND | LCK<br>222<br>FRZ |
|                           |              | Earl<br>B17    | th CO     | A    | OR D              | PSV<br>D             | DUA               | D                 |
| EXP DAGOLS<br>354 19      | M            |                | Larva (   | 20%) | R PARR            | ) (EFFECT)           |                   |                   |
| Double Hook None          |              | Short          | 60        | 0.8  | 1.0               | 1~2 Hits             |                   |                   |
| Penic Spin<br>Strong Blow | None<br>None | Short<br>Short | 360<br>90 | 1.0  | 1.0               | 1~2 Hits,<br>Knock B | Confuse (         | 1.0}              |



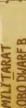
| 69            | 1919  | TAY  | OV      | A/P      |        | STR | DEF                  | EVA        | LCK        |
|---------------|-------|------|---------|----------|--------|-----|----------------------|------------|------------|
| 1.5           | 30    |      | AG.     | PO       | 77     | PAR | 577<br>BLD           | 377<br>BND | 277<br>FRZ |
|               |       |      | Non     | e        | A      | A   | A                    | A          | A          |
|               |       |      | BIZ     | - CO     | N (    | CUR | PET                  | DUH        |            |
| EXP [         | AGOLS | _ D  | ROPPE   | DUTE     | MS     | А   | A                    | В          |            |
| 30580         | 128   | Re   | vival S | tone Ch  | ip (3% |     |                      |            |            |
| MOVES<br>Bite |       | None | Short   | 90<br>90 | 1.0    | 0.5 | ELLEV                |            |            |
| Spin Attack   |       | None | Short   | 360      | 1.2    | 1.0 | 1~4 Hits, Knock Back |            |            |

METAL TOPTOISE

Run from battle

Battle Characters

Escape



















Long

Paralyze (1.0)

Mud Spit

Melt

\*\*\*\*



None Short 60

Bite

0.5 Poison (1.0)

| O      | GR       | E<br>GP | STR        | DEB   | EVA        | nav        |
|--------|----------|---------|------------|-------|------------|------------|
|        |          |         | 485<br>PAR | 335   | 103<br>BND | 399<br>FRZ |
| C 1924 | Fire     | B       | В          | В     | В          | B          |
|        | RIZ<br>A | CON     | COR<br>B   | PET B | DUG        |            |

| 4800        | DAGOLS<br>1502 | M     |               | Berry,    | Fall Sma     |              |                                |
|-------------|----------------|-------|---------------|-----------|--------------|--------------|--------------------------------|
| Slice       |                | None  | RANGE<br>Long | ARG<br>50 | POWER<br>1.5 | PARRY<br>1.0 | Break Parry, Knock Back        |
| Claw Hook   |                | None  | Long          | 120       | 1.2          | 1.3          | Break Parry, Knock Back        |
| Earth Strik | е              | Earth | Long          | 0         | 1.0          | 1.0          | 1~2 Hits, Knock Back           |
| Fire Breatl | 1              | Fire  | Long          | 90        | 0.6          | 0.5          | 1~3 Hits, Blaze (2.0), Down-Hi |

|                   | 0    | ILY               | Y B    | U              | G                     | and and               | -                     | -                     |
|-------------------|------|-------------------|--------|----------------|-----------------------|-----------------------|-----------------------|-----------------------|
|                   |      | 16<br>EG<br>None  | FO.    | 16<br>16<br>10 | STR<br>49<br>PAR<br>D | DEF<br>25<br>BLD<br>D | EVA<br>67<br>END<br>D | CCK<br>52<br>FRZ<br>D |
| EXP DAGOLS        |      | BLZ<br>D<br>ROPPE | 00     | D              | OUR<br>D              | PEV<br>D              | C                     |                       |
| 197 44<br>GOVES   | Ho   | ly Wate           | r (1%) |                | PARRY                 | EUEO                  | - Dingstine           |                       |
| Jumping Body Blow | None | Short             | 90     | 1.0            | 0.5                   | ŀ                     |                       |                       |

|           |          |    | P    | ARA                | ARA<br>GP | STR             | DEF       | EVA       | LCK               |
|-----------|----------|----|------|--------------------|-----------|-----------------|-----------|-----------|-------------------|
| Ш         | M        |    |      | erg.               | PO7       | 36<br>PAR       | 15<br>BLD | 46<br>BND | FRZ               |
|           |          |    |      | None<br>BLZ        | CON       | CUR             | 0         | DITH      | D                 |
|           |          |    |      | D                  | D         | D               | D         | C         |                   |
| 34        | DAG<br>4 | 13 |      | ROPPEL<br>ure Need | le (3%)   |                 |           |           | COLOR COLOR COLOR |
| Body Blow |          |    | None | RANGE (            |           | WER PARR<br>0.5 | Paralyz   |           |                   |

|                             | D       | HA                | NIT     | rc  | M         |                      |               |           |
|-----------------------------|---------|-------------------|---------|-----|-----------|----------------------|---------------|-----------|
|                             | I       | 000               | er er   |     | STR<br>81 | DEF<br>85            | EVA<br>158    | LCX<br>75 |
| 10/4                        |         | Non               |         | C   | PAR       | BID                  | END           | FRZ<br>A  |
| EXP DAGOLS                  |         | BLZ<br>A<br>ROPPE | 00      | C   | CUR<br>A  | PSV<br>C             | C             |           |
| 270   3<br>COVES            | He      | ly Wat            | er (5%) |     | R PARR    | ) EUEST              |               |           |
| Wide Flame<br>Curse Embrace | Fire    | Long              | 901     | 0.7 | 0.0       | 1~2 Hits<br>Curse (1 | .0), Cling to | Target    |
| Curse Snare                 | None    | Short             | 360     | 0.1 | 0.0       | Curse (1             | .0), Ignore   | Parry     |
| Cold Arrow<br>Healing       | Water - | Long<br>-         |         | 1.0 | 1.0       | Recover              | 30% Max       | НР        |

|             | 287 w | ELE      | - P0     |     | PAR       | BLD             | BND         | FRZ                                     | A STATE |
|-------------|-------|----------|----------|-----|-----------|-----------------|-------------|---|---------|
|             |       | Eart     |          | A   | D         | D               | D           | D                                       | i       |
|             |       | BLZ      | <u> </u> | N   | CUR       | PEV             | DUU         |   | 63      |
|             |       | D        |          | D   | D         | C               | C           | 10                                      |         |
| EXP DAGO    | ls D  | ROPPE    | DUVE     | MS  | ned-enoon | Charles and Art | opiositical | San | Ĭ       |
| 70 26       |       | intura's |          |     |           |                 |             |   | ı       |
| MOVES       |       | RANGE    |          |     |           | EUEGU           | 10.01       | The second second                       | i       |
| Spider Net  | None  | Long     | 90       | 0.7 | 0.5       | Paralyze        | (1.0)       |   | 4       |
| Poison Mist | Earth | Short    | 90       | 0.5 | 0.5       | 1~6 Hits,       | Poison (1.  | .0)                                     |         |
| Bite        | None  | Short    | 60       | 1.0 | 1.0       | Poison (        | .0)         |   |         |
|             |       |          |          |     |           |                 |             |   |         |

POINTURA

LV AP STR DEF EVA LCR
56 35 34 88

|               |              | R    | IP               | PL        | EI          | BAT            | -                |                  | 200              |
|---------------|--------------|------|------------------|-----------|-------------|----------------|------------------|------------------|------------------|
|               |              | 4    | DV<br>ELE        | AD<br>PO  | 54          | 32             | DEF<br>10<br>RLD | EVA<br>34<br>BND | LCK<br>46<br>FRZ |
| N             |              |      | Nor<br>P12       |           | D           | O'B            | REV              | DUU              | D                |
| EXP<br>22     | DAGOLS<br>12 | Cu   | ROPPL<br>Ire Nee | dle (3%   | )           | U              | U                | 1 0              |                  |
| MOVES<br>Bite |              | None | RANGE<br>Short   | ARC<br>90 | POWE<br>1.0 | R PARRY<br>0.5 | enegr            |                  |                  |
| Sonic Way     | e            | None | Mid              | 50        | 0.4         | 0.5            | Paralyze         | (1.0), Bind      | d (1.0)          |
| Blood Dra     | n            | None | Short            | 90        | 0.8         | 0.0            | Cling to         | Target           |                  |
| Blood Dra     | n Lean       | None | Short            | 360       |             | 0.0            | Ignore P         | arry, HP D       | rain             |

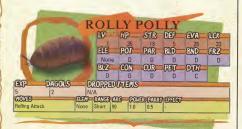
| K         | 1421        | H    | ROI             | 30       | DV           |                 |  |                  | - 10             |
|-----------|-------------|------|-----------------|----------|--------------|-----------------|--|------------------|------------------|
|           |             |      | DV AN           | HP<br>PO | 20           | 40<br>AR        | DEF<br>35<br>BLD   | EVA<br>19<br>BND | LCX<br>55<br>FRZ |
| N         |             |      | Nor<br>BLZ<br>A | ie /     | 1            | UR<br>A         | PEV<br>A   | DTÜ<br>C         | A                |
| 35        | AGOLS<br>10 |      | DROPPE<br>N/A   |          |              | and the last of | and a state of the | - Anna contract  |                  |
| Bomb Toss |             | None |                 | ARC 0    | POWER<br>1.2 | PARRY<br>1.0    | -  |                  |                  |
| Rock Toes |             | None | Long            | 0        | 1.0          | 0.5             |  |                  |                  |



Short 40

Hammer Arc















Down-Hit

Short 200 1.0

Low Strike

\*\*\*\*\*



Knock Back

Poison (1.0)

Short

None Short 120

None

Charge

Strike

|       |              | SF | HEN     | IUI         |  |           | -               | -  |
|-------|--------------|----|---------|-------------|--|-----------|-----------------|--|
|       | 121          |    |         | AP.         | STR  | DEF       | EVA             | LCX  |
|       | 6 7 4        |    | 19      | P07         | PAR  | 86<br>BLD | 17              | FRZ  |
| ш     | AAA          |    | Water   | B           | GARS A   | V         | BND             | D  |
|       | 23           |    | RIZ     | CON         | CUR  | PET       | DUH             |  |
|       | 000          |    | D       | D           | D  | В         | C               |  |
| 170   | DAGOLS<br>74 |    | Drop (5 | <b>HEUS</b> | Carles de la Carle | -         | al-commodel and | and the same of th |
| COVES |              |    |         |             | ER PARR  | 7 EHEGU   |                 |  |

|               | S    | HR        | IN        | IE                | KN            | IGI        | HT                       |  |
|---------------|------|-----------|-----------|-------------------|---------------|------------|--------------------------|--|
|               |      | 00        | Ca        | P                 | STR           | DEF        | EVA                      | LCK  |
|               |      | 50<br>EIE |           | 1000<br><b>07</b> | PAR           | 270<br>BLD | BND<br>BND               | 190<br>FRZ   |
| - 1-1-1       |      | Nor       |           | A                 | D             | A          | D                        | D  |
|               |      | BIZ       | C         | ON                | CUR           | PET        | DIG                      |  |
| EVO DACON     |      | A         | DV        | A                 | A             | D          | С                        |  |
| 3022 201      | Bi   |           | er, Dis   | tortion           |               | r Record   |                          | the street of th |
| Crackdown     | None | Long      | ARG<br>40 | 1.2               | R PARR<br>0.5 | Break P    |                          |  |
| Light Blast   | None | Short     | 90        | 1.4               | 1.0           | Knock B    | lack                     |  |
| Fire Breath   | Fire | Long      | 90        | 0.9               | 1.0           | 1~2 Hits   | , Blaze (2.0             | )  |
| Surround Edge | None | Long      | 360       | 0.8               | 1.0           | Knock B    |                          |  |
| Thunder Blade | Wind | Long      | 40        | 0.8               | 0.5           |            | , Poison (1<br>eak Parry | 0), Bind   |

| -      |               | S    | KU               | LI      | H   | EA                | D                 | 110              | -                 |
|--------|---------------|------|------------------|---------|-----|-------------------|-------------------|------------------|-------------------|
|        |               |      | LV<br>ELE        | All Po  | 54  | SUR<br>105<br>PAR | DEF<br>138<br>BLD | EVA<br>27<br>BND | LCK<br>100<br>FRZ |
|        | North Bank    |      | Nor<br>ELZ<br>A  | e CO    | C   | CVR<br>D          | PSV D             | DUM<br>C         | D                 |
| (EXP)  | DAGOLS<br>160 | Co   | ROPPE<br>oling S | pray (5 | %)  |                   |                   |                  |                   |
| Fire   |               | Fire | RANGE<br>Mid     | 90      | 0.6 | 0.5               | Blaze (1.         | 5)               |                   |
| Charge |               | None | Short            | 60      | 1.0 | 1.3               | Break P           | arry, Knocl      | Back              |

|           |        |      | 100    | HE   | )          | STR     | DEF                 | EVA                         | LCK             |
|-----------|--------|------|--------|------|------------|---------|---------------------|-----------------------------|-----------------|
|           |        |      | -      | -    |            |         | -                   | L                           |                 |
|           |        |      | E13    | PC   | 52         | PAR     | BLD 95              | BND<br>BND                  | FRZ             |
|           |        | a. I |        |      | U          | GUIS-   | DLV                 | END                         |                 |
|           |        |      | Non    |      | D          | A       | D                   | A                           | D               |
|           |        |      | BLZ    | - 00 | N          | CUR     | PET                 | Dill                        | 1               |
|           |        |      | D      |      | D          | D       | D                   | C                           | 10              |
| EXP       | DAGOLS | D    | ROPPE  | DIGT | MS         |         | Augusta and and and | al manageness               | od              |
| 594       | 82     |      | re Nee |      |            |         |                     |                             |                 |
| MOVES     |        | OF)  | RANGE  | ARG  | POWE       | R PARRY | EFFECT              | and the second second       | on residence in |
| Body Blov | v      | None | Short  | 90   | 1.0        | 0.5     | -                   |                             |                 |
| Whirlwing |        | 100  |        | 0    | 0.9        | 1.0     | -                   |                             |                 |
|           | Lut    | Wind | Long   | U    | 0.9        | 1.0     |                     |                             |                 |
|           |        |      |        |      | Diameters. | -       |                     | and the same of the same of |                 |





SMILODONO





|             |              | Т    | AI               | LI        | RF         | AST              | r.               |            |                  |
|-------------|--------------|------|------------------|-----------|------------|------------------|------------------|------------|------------------|
| 6           |              |      | DV EVE           | H         | 508        | STR<br>67<br>PAR | DEF<br>29<br>BLD | EVA<br>BND | LCX<br>99<br>FRZ |
|             |              |      | Earn<br>E12      | th        | В          | CC<br>CC         | C PEV            | DIG.       | C                |
| 230         | DAGOLS<br>87 | S    | ROPPE<br>age (3% | )         |            |                  |                  | 1          | A                |
| Right Claw  | Hook         | None | RANGE<br>Long    | ARC<br>90 | POM<br>1.0 | R PARR           | enegr<br>•       |            |                  |
| Left Claw I | łook         | None | Long             | 90        | 1.0        | 1.0              |                  |            |                  |
| Double-Ar   | m Swipe      | None | Long             | 360       | 1.3        | 0.5              | 1~2 Hits         | Knock Do   | wn               |



| A Property   |      | Non<br>B1Z<br>C           | - CO    | A   | OR C    | PEV<br>C             | DTW<br>B             | С |
|--------------|------|---------------------------|---------|-----|---------|----------------------|----------------------|---|
| B93 875      | Bi   | ROPPE<br>nd Spea<br>RANGE | ar (3%) |     | 3 PARRY | EUEOV                |                      |   |
| Stab-Thrust  | None | Mid                       | 40      | 1.0 | 0.5     | 1~2 Hits             |                      |   |
| Shockwave    | None | Long                      | 0       | 1.0 | 1.0     |                      | Knock Bac            | k |
| Ripple Laser | None | Long                      | 60      | 0.8 | 0.5     | 1~2 Hits,<br>Confuse | Bind (1.0),<br>(1.0) |   |

THEROSAURUS

STR DEF EVA LCK

BID







|                | T    | REI                 | EMA        | IN      |          |        | 100 |
|----------------|------|---------------------|------------|---------|----------|--------|-----|
| 10.00          | O ME | W                   | HP -       |         | DEF      | EVA    | LCB |
|                |      | EE.                 | 130<br>PO7 | PAR     | RID      | BND 30 | FRZ |
|                |      | None                | A          | A       | A        | A      | A   |
|                |      | BIZ                 | CON        | CUR     | PEV      | DU     |     |
| EXP DAGOL      | S DE | ORRED               | A          | A       | 1 A      | A      |     |
| 12 0           | N/A  | 4                   |            |         |          |        |     |
| WOVES<br>Swing |      | RANGE A<br>Short 20 |            | ER PARR | / Eilegi |        |     |
|                |      |                     |            |         | d        |        |     |



| -           | -      | Marie - | -       | -        | -     |          | 0               | 0                | 1 34         |
|-------------|--------|---------|---------|----------|-------|----------|-----------------|------------------|--------------|
| EXP         | DAGOLS | D       | ROPPE   | DUL      | MS    | AND LAKE | AND DESCRIPTION | and the best for | and the same |
| 117         | 65     | H       | erb Ext | ract (59 | (6)   |          |                 |                  |              |
| MOVES       |        | eed.    | RANGE   | ARG      | POWER | PARRY    | EFFECT          | 20000000         |              |
| Trent Slash |        | None    | Mid     | 90       | 1.0   | 1.3      | -               |                  |              |
| Earth Needl | е      | Earth   | Long    | 0        | 1.0   | 1.0      | Ignore Pa       | rry, Launc       | :h           |
| Knothole Re | ply    | None    | Mid     | 60       | 0.3   | 0.3      | 1~3 Hits        |                  |              |
| HP Heal     |        |         |         |          | -     |          | Becover 3       | m% Max I         | HP           |

|                       | W    | HI              | P       | ΓU          | RT   | LE               |                  |                  |
|-----------------------|------|-----------------|---------|-------------|------|------------------|------------------|------------------|
|                       |      | LV<br>14<br>ELE | PC      | 78          | 83   | DEF<br>86<br>RID | EVA<br>87<br>BND | LCK<br>81<br>FRZ |
| 46                    | A    | <b>P17</b>      | eter CO | D           | OR D | PEV<br>D         | DUA              | E                |
| EXP DAGOLS<br>244 103 | in   | ROPPE           | ity Med | 1 (3%)      |      | ana.             | Website Second   |                  |
| Bite                  | None | RANGE<br>Long   | 50      | POME<br>1.3 | 0.5  | 1~2 Hits         |                  |                  |
| Mow Down Swing        | None | Long            | 90      | 1.0         | 1.3  |                  |                  |                  |

| No.           | T    | SU          | CF  | III  | NO             | KO       |            | -       |
|---------------|------|-------------|-----|------|----------------|----------|------------|---------|
| 1             |      | 007         | M   | 777  | STR            | DEF      | EVA        | DOR     |
|               |      | EE          | PO  |      | PAR            | BLD      | BND        | FRZ     |
| (Car. )       |      | Ear<br>PL72 |     | В    | CVR            | PET      | DOH        | D       |
|               |      | D           |     | D    | D              | 0        | C          |         |
| EXP DAGOLS    | D    |             | DU  |      | - Constitution |          | -          | -       |
|               | None | RANGE       | ARG | POWE | R PARR         | TETTE OF | Carlotte.  |         |
| Sleep         | None | 311011      | 00  | 1.0  | 0.5            | 1        |            |         |
| Dumpling Drop |      |             |     |      | -              | Drop Tsi | uchinoko E | umpling |
| Jump          |      |             |     | -    |                | Leave b  |            |         |

| Aller Back          |      | EE        | P07       | PAR             | BLD                   | BND              | FRZ |
|---------------------|------|-----------|-----------|-----------------|-----------------------|------------------|-----|
|                     |      | Wind      | C         | A               | C                     | A                | C   |
| 1                   |      | ELZ<br>C  | CON       | OUR<br>C        | PEV                   | DUG              |     |
| EXP DAGOLS 4355 427 | CI   | eansing ! | Stone (3% |                 | deconiletespolynerics | adenium de Grand |     |
| MOVES<br>Bite       |      | Short 6   |           | ER PARRY<br>0.5 | Break Pa              | irry             |     |
| Whirlwind Cut       | Wind | Short 9   | 0 1.0     | 1.0             | -                     |                  |     |
| Wind Breath         | Wind | Long 90   | 0.6       | 1.0             | 1~3 Hits,             | Knock Bad        | k   |

WHIRLWIND

W AP STR DEF EVA LCR
56 1603 225 160 223 128

LV HP STR DEF EVA LCK



| 4  |          | 29<br>ELG    | PC     | 180    | PAR          | BLD       | BND 63    | FRZ |
|--|----------|--------------|--------|--------|--------------|-----------|-----------|-----|
| THE STATE OF THE S | the same | Earl<br>P172 | th (Co | A      | COR          | PET       | DIG       | C   |
| EXP DAGOLS   |          | CROPPE       |        | C      | C            | 8         | C         |     |
| 793 103  | N        | lustard      | Powde  | er (5% | )<br>R PARRY | - Granzes |           |     |
| Willow Slash   | None     | Mid          | 90     | 1.1    | 1.3          | -         |           |     |
| Earth Needle   | Earth    | Long         | 0      | 1.0    | 1.0          | Launch    |           |     |
| Knothole Reply   | None     | Mid          | 60     | 0.3    | 0.3          | 1~3 Hits  |           |     |
| HP Heal  |          |              | -      | Ŀ      | ŀ            | Recover   | 0.3 Max H | Р   |

WILLOW

|              | 1 Mrs                | 4    | AA T   | TA 1 | 1           | KI        | V           |                     |   |
|--------------|----------------------|------|--------|------|-------------|-----------|-------------|---------------------|---|
|              | 12.00                | 20   | 20     | - AF | Contract of | STR       | DEF         | EVA                 | LCK                                     |
|              | Carlot and           |      | 28     |      | 156         | 128       | 113         | 63                  | 127                                     |
|              |                      |      | EE     | PC   | V .         | PAR       | BLD         | BND                 | FRZ                                     |
| The State of |                      |      | Ear    |      | B           | D         | D           | D                   | D                                       |
| 17.7         |                      |      | BZ     | - a  | N           | CUR       | REV         | DIG                 |   |
|              | 40                   |      | D      |      | D           | D         | D           | C                   | -                                       |
|              | DAGOLS               | D    | ROPPE  | DUUL | MS          | - di-edit | deline tide | and de la constant  | 100000000000000000000000000000000000000 |
| 476          | 69                   |      | ecover |      |             |           |             |                     |   |
| MOVES        | Contract of the last | 933  | RANGE  |      |             |           | EFFECT      | Charles Sanger over | - Marie Control of Control              |
| Horn Cherge  |                      | None | Short  | 90   | 1.0         | 1.3       | Ŀ           |                     |   |
| Horn Thrust  |                      | None | Short  | 60   | 1.2         | 1.0       | Leunch      |                     |   |
| Horn Sweep   |                      |      | Short  | 200  | 0.9         | 1.0       | 1~2 Hits    |                     |   |
| nom sweep    |                      | None | SHOUL  | 200  | 0.5         | 1.0       | I~Z Hits    |                     |   |

TWIN HODN

|                                 | W    | IN             | D      | CE      | LL  |          | -                 |            |
|---------------------------------|------|----------------|--------|---------|-----|----------|-------------------|------------|
| 15                              |      | DV<br>35       | HE     | 000     |     | DEF      | EVA<br>240<br>BND | LCK<br>FRZ |
|                                 |      | Wir<br>P7<br>A |        | D       | A   | PEV A    | A DIG             | A          |
| EXP DAGOLS<br>2400 123<br>MOVES | Go   |                | gon Ca | stle (5 | %)  | 477722   | di                |            |
| Barrier Tornado                 |      | Short          | 360    | 0.8     | 1.0 |          | Knock Bed         | k          |
| Wind Breath                     | Wind | Long           | 90     | 0.3     | 0.5 | 1~2 Hits |                   |            |

Tail Attack



None Long 90

1.0

Become transparent

## KICK DUELS

There are some characters that Jack only faces in combat by kicking them into a duel. None of these battles is required by any means, but they can be a good way to raise a little extra experience and Dagols.

|                         |            | A      | FG                | FN  | JH  | IAR              | T                |                  |                  |
|-------------------------|------------|--------|-------------------|-----|-----|------------------|------------------|------------------|------------------|
|                         |            |        | DV<br>ELE         | es  | 149 | STR<br>51<br>PAR | DEF<br>56<br>BLD | EVA<br>21<br>BND | LCK<br>19<br>FRZ |
| SDeath<br>Earth Defense | SDe<br>★   | ath LE | Eart<br>D         |     | В   | OR D             | PET              | DIG              | D                |
| 61                      | GOLS<br>36 | Н      | ROPPL<br>erb Exti | act |     |                  | 0.0000           |                  |                  |
| MOVES<br>Spin Attack    |            | None   | RANGE<br>Short    | 360 | 0.7 | R PARR<br>1.3    |                  | , Knock Ba       | ck               |
| Spade Stab              |            | None   | Short             | 40  | 1.0 | 0.5              | -                |                  |                  |

|              |  | 100     | 1002        | H             |         | STR                | DEF                   | EVA                 | LCK                                     |
|--------------|--|---------|-------------|---------------|---------|--------------------|-----------------------|---------------------|---|
|              | 16   | ¥.      | 16          |               | 379     | 85                 | 90                    | 42                  | 37                                      |
|              |  |         | AG          | PO            | 7       | PAR                | BLD                   | BND                 | FRZ                                     |
|              | 1  |         | Ear         |               | В       | D                  | D                     | D                   | D                                       |
| SDeath       | SDe  | ath LE  | 7 817       | - CC          | N       | CUR                | PET                   | DUA                 |   |
| arth Defense | *  |         | D           |               | D       | D                  | D                     | A                   | 1                                       |
| XP DAG       | 015  | 0       | ROPPE       | DU            |         | A CONTRACTOR       | STATE OF THE PARTY OF | Carlotte Carlot     | 100000000000000000000000000000000000000 |
| 150 35       |  |         | erb Ext     |               |         |                    |                       |                     |   |
| MOVES        | Territoria de la constitución de | (3)(3)( | RANGE       |               |         |                    | ) Effect              |                     |   |
| lammer Blow  |  | Earth   | Short       | 40            | 1.1     | 0.5                | -                     |                     |   |
| arth Beat    |  | Earth   | Short       | 0             | 1.0     | 1.0                | Knock B               | ack                 |   |
| leard Stroke |  | -       | gionnicano. | COMPLETE SALE | POWEREN | NO CONTRACTOR INC. | CONTRACTOR NA         | 00000013/03/03/04/0 | THO THOUSAND STATE OF                   |





|                     |           | -         |           |     |  |                        |              |             |
|---------------------|-----------|-----------|-----------|-----|--|------------------------|--------------|-------------|
|                     | C         | RO        | OSS       |     |  | The second             |              | 100         |
|                     |           | W         | a         |     | STR  | DEF                    | EVA          | LCK         |
| 23.00               |           | 35<br>E1G | PC        | 85  | PAR  | 164<br>BID             | BND<br>BND   | 166<br>FRZ  |
|                     |           | Nor       |           | C   | A  | A                      | A            | A           |
| SDeath SDea         | th LE     | BLZ       | <u></u> @ | N   | CUR  | PEV                    | DUA          | 4 1         |
| Fighting Spirit **  |           | A         |           | A   | Α  | A                      | A            |             |
| EXP DAGOLS          |           | SOPPL     |           | WS. | in the later of th | No. of London          | tanket to be | Cade in it  |
| 800 508<br>MOVES    |           | RANGE     |           |     | ngth Bei   | EFFECT                 |              |             |
| Slant Slash         |           | Mid       | 90        | 0.8 | 1.0  |                        | .0), Break   | Parry       |
| Heavenless Kill     | Water     | Mid       | 200       | 1.0 | 1.0  | Freeze (1              | .3), Break   | Parry       |
| Heaven & Earth Ream | Water     | Mid       | 40        | 0.9 | 0.6  | Hit 1 of 2             | , Freeze (1  | .0), Launch |
| Heaven & Earth Ream | Water     | Mid       | 40        | 1.1 | 0.5  | Hit 2 of 2             | , Freeze (1  | .0)         |
| Cross Kill          | Water     | Mid       | 120       | 0.8 | 0.0  | Hit 1 of 2             | , Freeze (1  | .5)         |
| Cross Kill          | Water     | Mid       | 40        | 1.0 | 1.0  | Hit 2 of 2             | , Freeze (2  | .0)         |
| Celestial Line      | Line None |           | - 0       |     | 1.0  | Volty Blast, Knock Bac |              | Back        |

| - | <u> </u>        | nal [ ] lkar   | <b>&gt;&gt;&gt;</b> |
|---|-----------------|--|---------------------|
|   | stats are diffe | y character in the game whose<br>erent from any other encount-<br>ence his inclusion in this list. |                     |
|   | Da              |  |                     |

|            |   | - 6         |
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| arry       |   |             |
| Parry      |   |             |
| D), Launch |   |             |
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| ack        |   |             |
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|            |   |             |
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|              | -        |              |                    | 7  |       |        |     | -           |  |                      |            |   |
|--------------|----------|--------------|--------------------|----|-------|--------|-----|-------------|--|----------------------|------------|---|
|              | 10       |              | 8                  |    |       |        |     | <b>1</b> LF | INI  | V                    |            |   |
|              | No.      |              |                    |    | LV.   | ocani) | HP  |             | STR  | DEF                  | EVA        | LCK                                       |
|              |          |              |                    |    | 15    |        | 64  |             | 83   | 87                   | 36         | 31  |
|              |          |              |                    |    | 8     | 22.5   | PO  |             | PAR  | BLD                  | BND        | FRZ                                       |
|              | 437      |              |                    |    | Eart  | th     | E   |             | D  | D                    | D          | D   |
| SDeath       | de tripe | SDe          | ath LE             | V  | 217   | 2444   | CO  |             | CUR  | PSU                  | DIG        | -   |
| Earth Defens | e        | *            |                    |    | D     | į      | D   |             | D  | D                    | A          |   |
| EXP          | DAGO     | ) S          | THE REAL PROPERTY. | DR | OPPE  | D/     | TE  | 15          | de la companya de la | Alexandrical Control | A.         | A. C. |
| 311          | 32       |              |                    |    | b Ext |        |     | ~           |  |                      |            |   |
| MOVES        |          | and the same | am)                | R  | ANGE  | ARC    | 3-1 | OWE         | R PARRY  | EFFEGT               | 0202020000 |   |
| Hammer Blow  |          |              | Earth              | S  | hort  | 40     |     | .1          | 0.5  | -                    |            |   |
| Earth Beat   |          |              | Earth              | s  | hort  | 0      | 1   | .0          | 1.0  | Knock B              | ack        |   |
|              |          |              |                    |    |       |        | _   | -           |  |                      | -          |   |

|             |      |         |                  | VO       | VI             | TC                        | Н                             |                               | 0                      |
|-------------|------|---------|------------------|----------|----------------|---------------------------|-------------------------------|-------------------------------|------------------------|
| SDeath      | SDec | ath LEV | LV<br>ELE<br>Ear | AF<br>PC | 898<br>07<br>B |                           | DEF<br>174<br>BLD<br>B<br>PEU | EVA<br>132<br>BND<br>B<br>DTH | LCK<br>287<br>FRZ<br>B |
| Iron Link   | ***  | r       | В                |          | В              | B                         | B                             | A                             |                        |
|             | 877  | M       | oon St           |          | ip, Del        | ense Be<br>R PARRY<br>0.5 | erry                          |                               | in to delicate the     |
| Wide Swing  |      | None    | Short            | 200      | 0.7            | 1.0                       |                               |                               |                        |
| Gallon Shot |      | None    | -                |          | 0.4            | 0.0                       | Volty Bla                     | st, Down-                     | Hit                    |

|                           |     | 11     | UN             | ZA   | BI  | URO         | )                | 12   | -                |
|---------------------------|-----|--------|----------------|------|-----|-------------|------------------|--|------------------|
| N.                        | 1   |        | LV<br>ENG      | A    | 204 |             | DEF<br>84<br>BLD | EVA<br>36<br>BND   | LCK<br>62<br>FRZ |
| SDeath<br>Prevent Confuse |     | ath LE | No             | ne l | D   | OVB         | PEV              | Dia  | D                |
| EXP DAC<br>124 25         | 0.5 | H      | erb Ext        |      |     |             |                  |  | 1                |
| COVES<br>Strategic Chop   |     | None   | RANGE<br>Short | 120  | 1.2 | PARR<br>0.5 |                  | Andrew Street, or other Designation of the London of the L |                  |
| Strategic Strike          |     | None   | Short          | 40   | 1.0 | 0.5         | 1                |  |                  |
| Hold It!                  |     | None   | Short          | 120  | 0.0 | 0.0         | Bind (2.0        | ))   |                  |



|                       | I         | OI           | JIS       |              |                  | 1000             | -                |                  |
|-----------------------|-----------|--------------|-----------|--------------|------------------|------------------|------------------|------------------|
|                       |           | DV<br>EVE    | AF.       | 38           | STR<br>40<br>PAR | DEF<br>43<br>BLD | EVA<br>18<br>BND | LCK<br>22<br>FRZ |
|                       | Death LEV | Non          |           | D            | D<br>QUR         | PEV              | DUU              | D                |
| EXP DAGO<br>13 204    | S DE      | A            | DU        |              | */500000000      | U                |                  |                  |
| COVES<br>Staff Strike |           | RANGE<br>Mid | ARG<br>40 | POWER<br>0.8 | PARRY<br>1.0     | E00E90           |                  |                  |
| Staff Stab            | None      | Mid          | 40        | 1.0          | 0.5              |                  |                  |                  |
| Bomb Throw            | None      | Long         | 0         | 1.0          | 1.0              | Blaze (1.        | 0)               |                  |

Battle Characters \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*



|                  |            |           | W       | $-\mathcal{H}$ | ?    | STR     | DEF    | EVA  | LCK  |
|------------------|------------|-----------|---------|----------------|------|---------|--------|--|--|
| 2                |            |           | 6       |                | 164  | 48      | 42     | 34   | 35   |
|                  |            |           | ag.     |                | 07   | PAR     | BID    | BND  | FRZ  |
|                  | -          | -0.00     | Nor     | 10             | D    | D       | D      | D  | D  |
| SDeath           | Sue        | THE PARTY | 4 3 74  | - Q            | ON   | CUR     | PEV    | DTH  | 9  |
| Prevent Curse    | *          |           | D       |                | D    | D       | D      | D  | 3  |
| EXP DAG          | 01.5       | D         | ROPPE   | $\mathbb{D}U$  | EMS  |         |        |  | A  |
| 61 26            | 8          | M         | lagma l | Powde          | r    |         |        |  |  |
| MOVES            | and Indoor | ee -      | RANGE   | ARC            | POW  | R PARRY | EFFECT | and the last of th | and the last of th |
| Revolution Slice |            | None      | Mid     | 360            | 1.0  | 1.3     | -      |  |  |
| Trip-Up          |            | None      | Mid     | 200            | 1.2  | 0.5     | 0      |  |  |
|                  |            | None      | IVIId   | 200            | 11.2 | 0.5     | Down-H | ıt.  |  |

|                      |      | N      | 1AI              | RK            | E                |                | A CONTRACTOR |                                       |               |
|----------------------|------|--------|------------------|---------------|------------------|----------------|--------------|---------------------------------------|---------------|
| 400                  |      | 1      | W                | $\mathcal{H}$ | P                | STR            | DEF          | EVA                                   | LCK           |
| - The                | 9    |        | EE.              |               | 619<br><b>07</b> | PAR            | 83<br>BLD    | BND                                   | FRZ           |
|                      |      |        | Nor              |               | D                | D              | D            | D                                     | D             |
| SDeath               | SDe  | ath LE | RLZ              | _ C           | ON               | CUR            | PEV          | DIH                                   |               |
| Prevent Steal        | *    |        | D                | -             | D                | D              | D            | D                                     | 14            |
| 240 2                | 6015 | Н      | ROPPL<br>erb Ext | ract          |                  |                |              | · · · · · · · · · · · · · · · · · · · | Care Military |
| MOVES<br>Spin Attack |      | None   | RANGE<br>Short   | ARG<br>360    | 0.7              | ER PARR<br>1.3 |              | , Knock Ba                            | ck            |
| Spade Stab           |      | None   | Short            | 40            | 1.0              | 0.5            |              |                                       |               |

|                         |            |  | S    | AI       | KU       | RA                | ZA               | KI                |                  | 100              |
|-------------------------|------------|--|------|----------|----------|-------------------|------------------|-------------------|------------------|------------------|
| 4                       |            | 7  |      | DV<br>EN | 14       | 300<br><b>207</b> | STR<br>80<br>PAR | DEF<br>100<br>BID | EVA<br>50<br>BND | DCK<br>60<br>FRZ |
| SDeath<br>Prevent Confi |            | SDe *  |      | V BI     | one<br>Z | ON D              | COR.             | PEV               | DUU              | D                |
| 274                     | AG(<br>208 |  | F    | lexibil  | ity Loti |                   |                  | ation to the same | ASSESSED NO.     | CONTRACT         |
| COXES Strategic Chop    | the Car    | CONTRACTOR OF THE PERSON NAMED IN COLUMN TWO IN COLUMN TO THE PERSON NAMED IN COLUMN TO THE PERS | None | Short    | 120      | 1.2               | ER PARR<br>0.5   | ) (IIII)          |                  |                  |
| Strategic Strike        |            |  | None | Short    | 40       | 1.0               | 0.5              |                   |                  |                  |
| Hold Itl                |            |  | None | Short    | 120      | 0.0               | 0.0              | Bind (2.0         | 1)               |                  |



|                | Sugar  |           |         |     |       |     | EI                | -           | 000      | com     | nom:         |
|----------------|--------|-----------|---------|-----|-------|-----|-------------------|-------------|----------|---------|--------------|
|                | 1      |           |         |     | W     |     | HP                | STR         | DEF      | EVA     | LCK          |
|                |        |           |         | 1   | F13   |     | 398<br><b>PO7</b> | PAR         | BLD 82   | BND BND | FRZ          |
| to See         |        |           |         |     |       |     | -                 | 15 lalis    | DLIV     | LOW .   |              |
| SDeath         | بمغ    | CD-       | ath LE  | W.  | Eart  |     | В                 | 200         | L. Com   | - M     | D            |
|                |        |           | عكالناك | 3/  | 11/4  |     | CON               | CUR         | PEV      | DUG     | - A          |
| Prevent Paraly |        | *         |         | -   | D     | 100 | D                 | D           | D        | D       | 3 8          |
| EXP D          | AG(    | ILS.      | -       | DR  | OPPE  | DU  | TEMS              | C-01000-000 |          | 1       | and the same |
| 208            | 51     |           | 1       | Her | b Ext | act |                   |             |          |         |              |
| MOVES          | Once 1 | - Control | ELEN    | · C | ANGE  | ARC | PON               | ER PARR     | EFFECT   | -       |              |
| Spin Attack    |        |           | None    |     | hort  | 360 | 0.7               | 1.3         | 1~2. Kno |         |              |



| A Park |           | 1 1         | IN   | V  |  |   |                       |                             |
|--------|-----------|-------------|--|--|--|---|-----------------------|-----------------------------|
| -50    |           | 00          | - (  | HP.  | STR  | DEF   | EVA                   | LCK                         |
| 1      |           | 3           |  | 620  | 40   | 28  | 10                    | 17                          |
|        |           | -           |  |  | blills n   | D   | D                     | FRZ                         |
| SDea   | BLE       | 2017        |  |  | CUR  | PAT   | Dilli                 |                             |
| *      |           | D           |  | D  | D  | D   | A                     |                             |
| 018    |           |             |  | VEUS   | - Control Colonial                                       | Carried States  | Andrew Charles        | 2000                        |
| -      |           |             |  |  | ED-EXTROS  | 0-077772  |                       |                             |
| - 1    |           |             |  | 1.1  | 0.5  | -   | PARCONICO CON         | elienteliente sonic         |
| - 1    | new -     | RANGE       | AKU  |  |  | enegr<br>•  |                       | 2000                        |
| 1      | arth      | Short       | 0  | 1.0  | 1.0  | V1.0  | 1-                    |                             |
|        | *<br>01.5 | * DEW Earth | SDeath LEV BLZ  TO D  OLS DROPPE Herb Ext EACH RANGE Earth Short | SDeath LEV RIZ    * DROPPED Of Herb Extract Earth Short 40 | SDeath LEX BLZ GON B D D D D D D D D D D D D D D D D D D | SDeath LEV RLZ CON CUR  * DROPPED VIEWS Herb Extract Earth Short 40 1.1 0.5 | ELE   FOT   FAR   ELD | E1E   POT   PAR   E1D   END |



Knife Stab

Neck Slice

Knife Juggle

0.8

Short 40

Mid





#### MAP NAME

Adien Region

Adien-Dova Region

Algandars Castle Beast Pit 1

Beast Pit 2

Black Town of Night and Lust

Castle Gate

Cuatour Region

Desneuf Region

Dichett Region

Distortion Corridor

Dorse Region

Dorse-Adien Region

Dova Region

Dragon Lair Cave Hub

Dragon Lair Cave: Earth Path

Dragon Lair Cave: Fire Path

Dragon Lair Cave: Radian Path

Dragon Lair Cave: Water Path Dragon Lair Cave: Wind Path

**Dwarf Tunnel** 

Dysett Region

Earth Valley

Elf Region

Fire Mountain Region Forest Metropolis

Fort Helencia

**Goblin Cemetery** 

Goblin Haven

Golden Dragon Castle

Nowem Region

Ocho Region

Olacion Order Shrine

Olacion Order Shrine (Interior)

Path of Insanity and Fanaticism Path of Swords and Wisdom

Path of the Spider

Path to the Beast Pit

Path to the Sun

Radiata Castle

Sediche Region

Septem Cave

Septem Region

Shrine of Fray

Shrine of Fray: Part II

Theater Vancoor

Tria Region

Vancoor Square

Vareth Magic Institute

Void Community, The White Town of Stars and Faith

Wind Valley

Yellow Town of the Sun and Glory

DE-106, 193-193

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